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The Battle for Armageddon by Adrian Smith, from the Black Library book of the same name

EPIC
ARMAGEDDON

"THERE IS NO PEACE AMONG THE STARS, ONLY AN ETERNITY OF CARNAGE AND SLAUGHTER AND THE LAUGHTER OF THIRSTING GODS"

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WARZONE ARMAGEDDON

Armageddon's sun was a pale orange disc obscured by the ever-present chemical smog and the smoke of burning vehicles. The tinted visor of Lorson's filter hood meant that everything had a reddish cast to it; the ash dunes, the piles of corpses, the shattered tank wrecks and the swarm of Orks charging down on his foxhole.

Raising his lasgun to his shoulder, Lorson fired off a few ineffective shots at the tide of greenskinned alien brutes barrelling towards him. For months the hordes of Ghazghkull Thraka had hurled themselves at Imperial positions all across the war-torn planet. His battered regiment, the Armageddon CXVI, were barely holding their sector of the line at Helsreach hive city.

Next to Lorson, Sergeant Nols's bolt pistol barked intermittently, the flicker of the small rocket projectiles flashing towards the Ork advance. The chatter of autocannon fire occasionally broke through the static buzzing from the comm-piece in Lorson's left ear as Brunen and Kabel opened fire at the Ork buggies and warbikes that were attempting to circle to the right of the squad's position.

All along the entrenchment, the Steel Legion of Armageddon poured forth a wall of fire at the Orks, lascannon punching through the shells of clattering battlewagons, volleys of lasfire tearing at the brutal alien warriors as they closed. Their engines grumbling, dust filters belching smoke, a company of Leman Russ tanks advanced along the Imperial Guard's left flank, their tracks chewing up the ash dunes. As one they halted and ten main turrets growled into position. A stuttering barrage began, the tanks' shells tearing great holes in the Orks, blasting apart veering buggies and crude transports.

The wall of fire caused the Ork advance to falter and then stop. The fire momentarily lessened and a hesitant cheer sounded along the human defence line. Above the jubilant shouts, Lorson heard a rumble, and thought perhaps one of the frequent desert storms was closing in. A few seconds later the ground shock as a massive detonation rocked the defenders position throwing up tons of dust and rock, hurling men and artillery pieces high into the air. Secondary explosions rippled along the trenchlines, as a wall of fire swept through the Steel Legion.

The inferno billowed out into the air and raced towards the squad. "Out! Out!" bellowed Sergeant Nols, hauling himself from his foxhole.

Lorson needed no further encouragement and scrambled out after him. A few of the other squad members escaped a moment before the shockwave from the explosion tore across the rock face, crushing Brunen and Kabel as they tried to haul their heavy weapon free, burying Klur and Jaxon beneath the wreckage of a Chimera armoured carrier that crashed down from the air.

As the dust cloud began to settle, Lorson saw a massive shadow on the horizon – the source of the fresh attack. Towering above the greenskins, the seventy metres-high Gargant lurched across the dunes, a cloud of fumes pouring from its smoke stacks, the earth trembling at every tread of its massive feet. From its iron-wrought gut protruded a smoking cannon, large enough for a man to stand upright inside the barrel.

Secondary turrets dotting the Gargant's body spewed forth a steady barrage of fire, turning tanks into flaming wrecks and pulping whole squads of Guardsmen at a time. Shells and lasfire from the Imperial tanks and artillery exploded in blue and red flares from the banks of power fields protecting the monstrous war machine.

"Yarrick's bloody fist!" cursed Lorson as the Ork advance, bolstered by the devastation wrought by the Gargant, began again.

"Fall back!" ordered Nols, scrambling over the pile of debris that stood where the entrenchment had been. Lorson followed him.

Something screeched through the sky overhead and Lorson saw the blur of an enormous missile punch into the Gargant's chest, armoured plates erupting out in the bluish-purple blossom of a plasma detonation. A shadow fell across the retreating guardsmen and the groan of massive actuators echoed through the air.

Looking up, Lorson saw an armoured foot the size of a bunker passing overhead as a Warlord Titan strode across the shattered defence line, its weapons spewing forth laser bolts and tank-sized shells at the Gargant. Speakers in the body of the Titan blared forth an Imperial hymnal, drowning out the cries of the wounded and the crack of Ork guns. Angelic voices called him to fight to the death for the Emperor!

Lorson stopped running, skidding in the dust. He took his bayonet from his belt and slotted into the notch on his lasgun. With the praises of the Emperor ringing in his ears, he turned back to face the Ork assault.

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INTRODUCTION

Welcome to Epic, a game of mass combat set in the nightmare future of the 41st millennium. The Epic game rules will allow you to take command of armies of mighty warriors and powerful war engines as they clash in apocalyptic conflict with their foes in order to decide the fate of the entire galaxy. At your command will be hundreds of infantry and dozens of armoured vehicles, as well as gigantic war engines and countless weapons of planet-shattering power.

Epic is a *tabletop wargame*, and this makes it rather different to most other types of game. Usually, when you play a game the rules and the pieces you use are dictated to you by the game's designer. This really isn't the case with a tabletop wargame, or at least not to the extent that it is with other types of game. Instead, the rules should be looked upon as tools that you can use to create your own games. It is then up to you to decide what sort of battles you wish to fight with the troops under your command. You might want to fight chess-like tournament games that will test your prowess as a general, or you may prefer to fight characterful scenarios based on events described in the background, or you could even choose to fight a series of linked battles as part of a larger campaign. The choice is yours.

Epic provides rules that will allow you to do any of these things – and much more besides! This book explains how to assemble your forces ready for battle, and provides the rules needed to unleash the mighty armies you assemble in tabletop battles. As the commander of a mighty army, each player must rely on his tactical and strategic skill to outmanoeuvre and outfight his opponent. He must work out the best time to launch an attack, decide whether buildings, high ground or other objectives are worth capturing, and how terrain can be exploited to give troops cover.

Needless to say, it is vital to choose the right troops to carry out a mission: infantry to support your advance and garrison objectives, battle tanks to provide firepower, fast troops to move round the enemy's flanks and put them in a deadly crossfire, and your near unstoppable war engines to deliver the killing blow! Of course, luck also plays a part, and the best generals will be prepared to take advantage of what good fortune comes their way just as they guard against any set-backs by the careful positioning of reserves.

In most tabletop wargames one player moves and fights with all their models, then their opponent moves and fights, and so on. Epic is rather different in that instead of moving their whole army, players take it in turn to move small groups of units called *formations*. For example, a player might have an army that consisted of three Space Marine formations, each with six Space Marine Tactical units. During a turn, the player could choose one of his three formations and then move and fight with the six units in the formation. Then his opponent would pick a formation to carry out an action with, and so on, back and forth until both players had moved and fought with all of the formations in their army.

This integrated sequence of play will test the skill of even the most experienced general, as not only must you decide where you want your troops to move and who they will attack, but you must also decide the best order in which to carry out these actions.

There are a wide variety of different ways to play Epic. Many players like fighting 'tournament' battles between two forces selected from a set of army lists. In this type of game all units are given a points value, and each player's army must come to the same number of total points. Tournament play is excellent for impromptu 'pick-up' games, or for games at clubs or wargames shows, or for tournaments where players want to establish their brilliance as an army commander in as even a battle as possible.

Other player's prefer to play scenarios or campaigns that do not use points values; instead one player will devise an interesting background story and decide on what forces are involved in a battle, and then two or more players will fight the battle out to see what happens. Campaigns simply link together several scenarios, with the result of earlier battles affecting what happens later on. The advantage of a scenario or campaign is that you can fight battles between uneven forces or where special battlefield conditions apply. For example, a scenario may involve a small defending force in a strong defensive position attempting to hold out against a much larger attacker, or it might represent an opposed planetary landing where all of the attacker's forces land in drop pods or transport craft. The Epic rulebook describes how to play all three types of game, and lets you pick which method you prefer for your own games.

Epic: Armageddon uses as its backdrop the planet-wide conflict between the human defenders of Hive World Armageddon and the alien invaders commanded by the Ork warlord Ghazgkhull Uruk Thraka. This cataclysmic conflict involves millions of troops and armoured vehicles, aircraft, artillery pieces and war engines. As such it offers a perfect example of the kind of battles that Epic is designed to allow players to recreate on their tabletop, so we have used it as focus for the army lists, scenarios, background material and artwork in this rulebook.

Future supplements to the Epic rules will cover other equally epic conflicts, and experienced players should use the material here as an example of what can be done when working out their own army lists, scenarios or campaigns set on other worlds than Armageddon.

I will finish by thanking all of the play-testers and Games Workshop staff that have made these rules possible. Unfortunately there are too many to list separately here but I would like to give special mention to Andy Chambers and Pete Haines from the Games Workshop Design Studio, to the members of the Titan's development team, and to the members of the Epic Armageddon play-testers vault. Almost all of the good ideas you'll find on the following pages were theirs, while any mistakes you may find are mine and mine alone. Thanks, everyone, for all your help.

Best regards,

Jervis Johnson
October 2003

HOW TO USE THIS BOOK

"Listen yoof, ya can't just go out an build a Gargant any old how. Ya need to get some good Orky know-what's first of all, see! Now, you just sit there and listen to me and I'll tell you how it's done..."

Orkimedes

On the following pages you will find everything you need to know to play games using the Epic game system. The book is split into a number of sections. The first of these is called the core rules. These cover all of the basic mechanics of the Epic game, and describe how infantry or armoured vehicles move and fire and participate in assaults.

The core rules are complemented by a number of advanced rules sections. These include sections covering all sorts of stuff to do with using massive war engines, swift light vehicles, aircraft, special types of units and weapons, and so on. The main difference between the core rules and the advanced rules is that the core rules are used all the time, while the advanced rules will only be used if certain special types of unit are present in a game. We highly recommend you play several games using the core rules before fighting battles using the full range of Epic scale vehicle and infantry miniatures that use the advanced rules. In order to help with this, we've included a number of small 'training scenarios' at the end of the core rules and advanced rules sections that will allow you to try the rules out quickly and easily, and with the minimum number of units.

Following the game rules are sections explaining the Armageddon game setting we have chosen to use as an example of the type of battles that Epic is designed to recreate. This section includes a history of the major wars fought on Armageddon and details of the military units used by the different armies that are fighting there.

After the background section, there is a gaming section which explains how to set up and play games using the Epic rules, and also about playing tournament games, scenarios, campaigns, and designing your own units and formations.

Very few games will involve all of the rules in this rulebook, so there is no need to try and memorise it before you start to play. Our advice is to skim through the rules once to get an idea of what's going on and where the rules are, and then play the first training scenario.

As you come across situations you are not sure about, look up the relevant section of the rules as you are playing. When the author is learning a new set of rules he also tends to re-read the rulebook after a game, to see if there was anything he thought he was doing correctly but had actually got wrong. You'll be surprised how many things you spot!

If you learn the rules carefully like this, rather than diving in the deep end playing a 5,000 point tournament battle, then you will not only find the process much more fun, but you'll learn the rules more quickly too, and before you know it you'll be playing with nothing other than the quick reference sheets.

The Epic rulebook is divided into five major sections, each of which will teach you about an important aspect of the Epic hobby.

The Rules: The rules are sub-divided into the Core Rules, and then advanced rules sections for Specialist Units & Weapons, War Engines, and Aerospace Operations. Each of these is followed by a small selection of training scenarios that allow you to try out the new rules that have been introduced.

Background & Forces: This section describes the background to the Third Armageddon War and the different Imperial Guard, Space Marine and Ork units that are taking part in it. The information on the units includes a datasheet that tells you everything you need to know to use these units in games of Epic.

Gaming: This section explains how to play tournament, scenario and campaign games. It includes army lists for use in tournament games for the most important armies involved in the Armageddon War, and sections on how to design your own scenarios and invent your own units and formations.

Appendices: The Epic rulebook is rounded off by a set of appendices. These cover frequently asked questions about the game rules, and how to use models for units not covered in the army lists. The collecting and painting section explains how to go about collecting an Epic army, and describes a number of different methods you can use to paint the models. It also describes methods you can use to make Epic scale terrain to fight you battles over. The appendices also include a selection of reference sheets, roster sheets and templates that you will find useful when playing Epic.

Game Questions: If you have any questions, comments or suggestions about the Epic rules, you can send them to us at Fanatic, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS or email us at fanatic@games-workshop.co.uk.

1.0 EPIC GAME RULES

"It is the purest folly to believe that an individual can save Armageddon. Wars are not won by heroes, they are won by firepower and force, and the application of strategy and tactics."

Commissar Yarrick

On the following pages you will find the core rules for the Epic game system, covering all of the basic mechanics of the Epic game. The core rules describe how units (that's to say any kind of infantry or armoured vehicles) move and fire on each other and participate in assaults.

Scattered through the rules you will occasionally find Special Rule boxes. Most special rules are described in rules sections 2.0-4.0, but some rules you really need to know about earlier on and because of this we've included them with the core rules. You will also find Design Concept boxes that explain certain fundamental principles of the rules. We've put these off to one side rather than include them in the rules proper in order to save repetition, and also to allow us to explain in rather more detail the concepts and philosophy behind the rules. The author feels quite strongly that disputes or misinterpretation of the rules can be minimised if you understand why a rule is written the way it is.

We highly recommend that you play several games using the core rules before fighting battles using the full range of Epic scale vehicle and infantry miniatures that use the special rules. In order to help with this we've included a number of 'training scenarios' at the end of the core rules that will allow you to try the rules out quickly and easily.

1.0.1 What You Will Need To Play

In order to play you will need to get hold of Epic scale miniatures. These miniatures are available from Games Workshop stores and Direct Sales as well as independent specialist hobby shops.

You will also need a small amount of gaming terrain. You can use the hills and trees made for Warhammer or Warhammer 40,000 and available from the same places as Epic miniatures if you don't have any Epic scale terrain, or just lay a cloth over some books to create rolling, hilly terrain. Forge World sells a wide array of detailed resin terrain pieces to expand the boundaries of your battle settings.

In addition to models, a suitable battlefield, and players you'll need a few more essential items to begin play:

Templates: Certain weapons in Epic, such as the huge Imperial Earthshaker Cannon, have an area effect rather than targeting a specific unit. These attacks are represented by placing a circular template over the target and attempting to affect any units under it. Two types of template are used in Epic, a Barrage template that has a diameter of 7.4cm, and a larger Orbital Bombardment template that has a diameter of 12cm. The type and intensity of the attack will dictate which template is used and how many templates may be required. Copies of both templates can be found at the end of the core rules, or you can use the plastic Blast and Ordnance templates produced by Games Workshop. You can also make your own versions of the templates from card or acetate.

Measuring Instrument: You will need some kind of measuring instrument marked in centimetres (cms) in order to play Epic. You will find a retractable measuring tape most useful for measuring movement and shooting distances. If you only have a measuring instrument marked in inches then you can use it by halving any distances measured in centimetres and using the result as a distance in inches instead. For example, if the rules said 5cm you would count this as 2.5" instead. Please note that if you decide to measure any distances in inches then both players must do so!

Paper and Pens or Pencils: You may need to record details of casualties and damage to those gigantic war engines occasionally during a game, so it's useful to have some paper and a writing implement handy.

Dice: In Epic you'll need buckets full of ordinary six-sided dice to resolve shooting and fighting in an assault. These are referred to as a D6. If you need to roll more than one dice, then this is written as 2D6 (for roll two dice) or 4D6 (for roll four dice) and so on. If you have to add something to the total of the roll, this is added afterwards. For example, D6+6 means roll one dice and add 6 to the score to get a total between 7 and 12. If asked to roll a D3 simply roll a D6 and count a roll of 1-2 as a 1, a roll of 3-4 as a 2, and a roll of 5-6 as a 3. In some cases a unit or formation will need to roll a 1 or higher on a D6. In this case the roll automatically succeeds and no dice roll is strictly necessary (though you can roll anyway if you wish!).

Blast Markers: An army in battle tends to get worse at fighting as it is subjected to enemy fire and loses close combats. In Epic, Blast markers represent this. You can either make your own Blast markers, or use the Battle Markers produced by Games Workshop, or keep track of things with paper and pencil or some other method if you prefer. As long as you know how many Blast markers a formation has accumulated during the game then whatever method you use is fine with us!

Examples of different forms of Blast marker

1.1 UNITS

Epic lets you fight battles with everything from lowly infantry to the terrifying war engines that dominate the battle zones of the 41st Millennium. From the smallest to the greatest, every warrior and weapon has its part to play. Different types of unit complement one another in combat – war engines fighting in cities need infantry to enter buildings and drive out enemy troops, infantry in the open need support from their own tanks and war engines lest they be swept away by enemy war wngines.

No matter what their size, the Citadel miniatures used to play Epic are referred to as units in the rules that follow. Each unit is an individual playing piece with its own capabilities. A unit may consist of a single model tank, a gigantic war engine, or several infantry models mounted together on a single base, but in the rules all of these things are simply referred to as units.

IMPORTANT: The core rules on the following pages only cover infantry and armoured vehicles. The rules for specialist units in section 2.0 introduce several new unit types and characteristics, rules for Titans and other war engines are introduced in Section 3.0, and rules for aircraft in Section 4.0.

1.1.1 Unit Types

All units in the core rules are subdivided into two broad categories: Infantry and Armoured Vehicles.

Infantry (INF): This designation includes all personnel not mounted inside a vehicle. Infantry are represented by between three and seven Epic infantry models mounted on a single base (see 1.1.2 for details). Field artillery such as Ork Big Gunz also fall into this category, as do infantry that ride on bikes or horses.

Armoured Vehicles (AV): As their name implies, these vehicles are covered with thick armour plate. The category includes tanks such as Leman Russ and Land Raiders, as well as armoured troop carriers like the Rhino. Armoured vehicles are represented by a single model.

An Imperial Guard Leman Russ

A Space Marine Land Raider

1.1.2 Stands

As previously noted, a unit can be a single vehicle model, or a *stand* made up of several very small models grouped together and glued to a small base. Stands usually represent things like infantry, where moving the individual models round on their own would be very fiddly with Epic scale models. All the models glued to a stand count as a single unit as far as the rules are concerned. The size of a stand and the number of models glued to it are left pretty much up to the player to decide within the following limitations:

- A stand may be no more than 40mm and no less than 5mm across in any direction.
- A stand must be at least 20mm across in one direction (ie, a 5mm by 5mm stand is not allowed, but a 5mm by 20mm stand would be okay).

Black Templars Terminators on a 40mm x 20mm base

Imperial Guardsmen on a 20mm x 20mm base

Salamanders Terminators on a 40mm x 10mm base

- Stands representing infantry units must have at least three infantry models and may not have more than seven. Infantry mounted on bikes or horses must have between two and four models mounted on each base.

Three Ork Bikers on a 40mm x 20mm

- Stands representing artillery must have between one and two artillery pieces and up to six crew models.

Ork Big Gun with crew

1.1.3 Unit Datasheets

Each unit in Epic has a datasheet that tells you how fast, shooty and tough the unit is. Each datasheet provides the following information:

Type: What target type the unit belongs to.

Speed: The speed of the unit. This is the distance in centimetres the unit can move each turn while still firing its weapons fairly effectively. It is possible for units to move faster than this if you wish, but their shooting will be far less effective.

Armour: This number shows how well protected and/or difficult to damage the unit is. If a hit is scored on the unit then you must roll this number or higher on a D6 to 'save' the unit from the damage.

Close Combat: This number shows how effective the unit is at close combat. It is used when the unit charges an enemy unit, or is charged itself.

Firefight: This shows how effective the unit is when involved in a short-ranged firefight.

Weapons: This section of the data sheet lists what weapons the unit carries. If a unit carries more than one of a type of weapon then this will be noted as a 'multiplier' by the weapon's name. For example, a Space Marine Tactical squad is noted as having a 'Missile Launcher', while a Space Marine Devastator squad is noted as having '2 x Missile Launcher'.

Range: The range of the weapon in centimetres.

Firepower: The numbers here represent how effective the weapon is when it shoots. Firepower comes in two 'flavours': Anti-personnel (abbreviated to AP) and Anti-tank (abbreviated to AT). AP fire is used against infantry targets and AT fire against armoured vehicles. A weapon that has both an AP and an AT value may choose to use either one when it attacks, but may not use both in the same turn.

The value listed for a weapon is the score required on a single D6 to score a hit. Most weapons only roll one D6 to hit when they shoot. However, if a weapon's firepower value is preceded by a multiplier then a number of dice equal to the multiplier should be rolled instead. For example, a weapon with a firepower of 'AP5+' would roll one D6 to hit, while a unit with a firepower of '3 x AP5+' would roll three D6. Sometimes the entry will specify a dice roll rather than a fixed number. For example, a weapon that had 'D3 x AP5+' would attack D3 times each time it was used.

Special Rules: Some weapons have additional abilities (see 2.0) and may have limited fire arcs (see 1.9).

Notes: If any special rules apply to the unit then they will be noted here. An explanation of what effect these rules have can be found in sections 2.0 - 4.0

UNIT DATASHEETS

Below you can see some examples of datasheets for units from the Epic game.

SPACE MARINE TACTICAL

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+

Weapon	Range	Firepower	Notes
Bolters	(15cms)	Small Arms	—
Missile Launcher	45cm	AP5+/AT6+	—

SPACE MARINE DEVASTATOR

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	3+

Weapon	Range	Firepower	Notes
2 x Missile Launcher	45cm	AP5+/AT6+	—

SPACE MARINE RHINO

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+

Weapon	Range	Firepower	Notes
Stormbolter	(15cm)	Small Arms	—

Notes: *Transport (may carry two of the following units: Space Marine Tactical, Devastator & Scout units)*

SPACE MARINE LAND RAIDER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+

Weapon	Range	Firepower	Notes
2 x Twin Lascannon	45cm	AT4+	—
Heavy bolter	30cm	AP4+	—

Notes: *Reinforced Armour. Thick Rear Armour, Transport (may carry one Terminator unit OR two of the following units: Space Marine Tactical, Devastator & Scout units)*

SPACE MARINE THUNDERHAWK GUNSHIP

Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	4+	6+	4+

Weapon	Range	Firepower	Notes
Battle Cannon	75cm	AP4+/AT4+	Fixed Forward Arc
2 x Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc
1 x Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc
1 x Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc

Damage Capacity 2. Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.

Notes: *Planetfall, Reinforced Armour, Transport (may carry eight of the following units: Space Marine Tactical, Assault, Devastator , Scout, Bike, Terminator or Dreadnought units. Terminators and Dreadnoughts take up two spaces each.)*

1.2 FORMATIONS

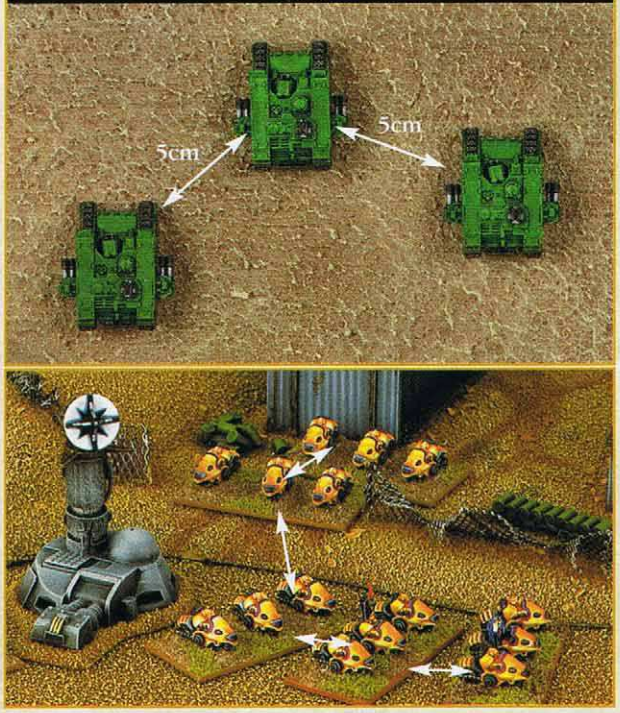
On the battlefield, vehicles and troops don't just mill around individually, instead they are organised so that they fight as a unified whole. In Epic, a body of troops and war machines that fights together on the battlefield is referred to as a *formation*.

1.2.1 Formations

All units must be organised into formations at the start of the game. The scenarios included in these rules will tell you what formations each side may use. If you are devising your own scenario then you must decide what formations the units taking part will fight in before the battle begins.

Every unit in a formation must be no further than 5cm from at least one other unit in the same formation. In addition, all units must form a 'chain' without any gaps of more than 5cm. Sometimes the units in a formation will become separated due to enemy fire or assault. When this happens, the formation *must* close back up again into a legal formation when it next takes an action (see 1.6.1).

Examples of formations



1.2.2 Initiative Values

Each formation has an *initiative value* that represents how well trained and motivated it is. The lower a formation's initiative value is, the better (eg, an initiative of 1 is better than an initiative of 2). Formations with good initiative values are more likely to carry out orders, and will rally more quickly than formations with worse initiative values. You will find that a formation's initiative value is one of its most important characteristics. Some example initiative values are shown below:

Formation	**Initiative Value**
Space Marine	1+
Imperial Guard	2+
Ork	3+

1.3 BLAST MARKERS

During a game of Epic the formations under your command will receive *Blast markers* when they come under fire, take casualties, fight in assaults, or fail initiative tests. Blast markers can be removed when a formation rallies or regroups (see 1.13 and 1.14.1). The effects of last markers will make more sense when you have read the rest of the rules, but in summary:

- A formation receives one Blast marker every time it is shot at by an enemy formation, even if no casualties are caused, unless the rules specifically state otherwise.
- In addition, a formation receives one Blast marker every time a unit is destroyed, unless the rules specifically state otherwise.
- Each Blast marker suppresses one unit in the formation and stops it from shooting. Blast markers also affect a formation's ability to carry out actions, win assaults, and rally. A formation is broken when the number of Blast markers equals the number of units in the formation, unless the rules specifically state otherwise. A broken formation has to withdraw, and is not allowed to take actions in the action phase (which basically means it can't move or shoot). It must try to rally in the end phase.

Blast Marker Table

Blast Markers	***Result***	***Effect***
Each Blast Marker	Unit *Suppressed*	May not shoot
One BM per unit	Formation *Broken*	Withdraw

DESIGN CONCEPT
Blast Markers

Blast markers are an attempt to show in a simple and playable manner that the psychological effect of fire is every bit as important, if not more important, than the actual number of casualties caused. Blast markers represent a whole range of personal disasters occurring to the units in a formation: things being damaged, squads being scattered, breaking or fleeing, and so on. They are a vital part of Epic so don't overlook their importance. The rules for Blast markers reflect the fact that most troops will tend to grind to a halt and seek cover when they come under even quite a small amount of fire (that's why a single sniper can slow down many times his own number of enemy troops), but will only withdraw when a combination of casualties and sustained enemy pressure convinces them that their position is untenable and they should withdraw (which is why a single sniper will rarely drive the enemy off).

1.4 SEQUENCE OF PLAY

An Epic battle is fought over a number of turns. How many turns a battle will last is determined by the players themselves or the scenario being fought.

Epic uses the following *sequence of play*. As you can see, each turn in Epic Armageddon is split into three phases. However, the bulk of the action occurs, appropriately enough, in the action phase. During this phase, the players take it in turn to pick one of the formations in their armies and carry out an action with it. Each formation in an army can carry out one action. After both players have taken one action with each of their formations, they move onto the end phase. This is basically a 'tidy-up' phase, where things that are not carried out during the action phase are sorted out. Note that both players do things in each phase, so both carry out actions in the action phase, rally broken formations in the end phase, and so on.

1.4.1 Sequence Of Play

I – Strategy Phase: Each player rolls a D6 and adds their army's strategy rating to the score. Whoever scores higher may choose to go first or second in the action phase.

II – Action Phase: The players alternate carrying out actions with their units.

III – End Phase: Both players rally formations with Blast markers or that are broken, and then check the scenario victory conditions to see if either side has won.

SPECIAL RULE
1.4.2 AbilitiesUsed At Start Of Turn/Action

Some units have special abilities that are specified as taking effect at the beginning of the turn. These effects are resolved before the Strategy roll. Similarly, abilities that are used at the start of an action can be taken before the Initiative roll is made or the action chosen. If both players have effects for the beginning of the turn, take turns resolving them starting with the player with the higher Strategy rating, alternating between players for each subsequent effect until all effects are resolved.

DESIGN CONCEPT
Ties

In the case of a tie or any situation where the rules allow both players to do something at the same time, the player with the next birthday gets to go first unless the rules specifically say otherwise.

1.5 THE STRATEGY PHASE

Each army has a *strategy rating*. This will either be listed in the notes for a scenario, or can be found in the army list if you are playing a tournament game. An army's strategy rating represents a mixture of its aggression and the ability of its commanders. An army with a high strategy rating is more likely to act before an enemy with a lower strategy rating.

In the strategy phase at the start of each turn both players make a strategy roll by rolling a D6 and adding their strategy rating to the score. The player whose army scores higher can choose to go first or second in the action phase. In the case of a tie, the side that failed to win the initiative last turn gets it on this turn.

1.6 THE ACTION PHASE

In the action phase, the players take it in turns to carry out actions with their unbroken formations. Each unbroken formation can take one action per turn. The player that won the strategy roll can choose whether to go first or second.

The player going first then carries out an action with one formation, and then their opponent does likewise, and so on until all formations have taken an action. If one player runs out of formations to activate, then the opposing player may keep on activating formations one after the other until all of his formations have taken an action.

There are three steps to carrying out an action:

I – Nominate a formation.

II – Declare which action it will carry out.

III – The formation must then pass an action test to see if it carries out the action successfully.

Each of these steps is explained in more detail below. Note that you must declare both the formation and the action it will carry out before taking the Action test. If you fail to do these things, then the formation chosen automatically fails the Action test without the dice being rolled (we can imagine this is due to a communications failure). If you failed to even nominate the formation then your opponent may nominate the formation for you.

1.6.1 Actions

To carry out an action, first nominate an unbroken formation and then choose an action for it to carry out. The actions that can be chosen are listed as follows. Note that you must activate a formation if you can, you can't choose to 'pass' unless you have no choice in the matter. Also note that a formation may only be activated once per Action phase.

Advance: The formation may make one move and then shoot.

Engage: The formation may make one 'charge' move and then fight an assault.

Double: The formation may make two moves and then shoot with a -1 modifier.

March: The formation may make three moves.

Marshal: The formation may either shoot with a -1 modifier and then regroup, or make one move and then regroup. Regrouping allows the formation to remove some of the Blast markers affecting the formation (see 1.13).

Overwatch: The formation may not move, but instead enters overwatch. Being on overwatch allows the formation to interrupt an enemy formation's action to shoot at it. You may not choose this action if the formation has any units that are out of formation.

Sustained Fire: The formation may not move (not even to turn in place), but can shoot with a +1 modifier. You may not choose this action if the formation has any units that are out of formation.

In addition to these basic actions, there are two more special types of action a formation may make:

Hold: This action is the only one allowed to a formation that fails an Action test (see the rules for action tests next). The formation may make one move or shoot or regroup. You must choose to move if any units are out of formation.

Special Actions: Some formations are allowed to carry out special actions. Some of these are described in the Special Rules section of this rulebook, or they may be included in the rules for a scenario.

1.6.2 The Action Test

Before a formation can carry out an action it must pass an action test. Broken formations may not take an action. Instead they must pass a rally test in the end phase in order to rally. See the rules for broken formations (1.13) later on.

To pass an action test, you must roll equal to or over the formation's initiative value on a D6. If the formation passes the action test, it may carry out the stated action. If the formation fails the test, it can still carry out a hold action (even if the player nominated something else), but the formation receives a Blast marker. There is a -1 modifier to the action test if the formation has one or more Blast markers, and a further -1 modifier if the formation is trying to retain the initiative (see 1.6.3).

1.6.3 Retaining The Initiative

Once you have successfully carried out an action with a formation, you may if you wish try to retain the initiative and take two actions in a row. If you decide to retain the initiative then you must nominate a new formation and declare the action it will carry out, but the formation will suffer a -1 modifier to its action test. Note: If the first formation fails its action, you may not attempt to retain the initiative – ie, you may only attempt to retain the initiative after a successful action.

You must hand over the initiative after you have completed the action for a formation that retained the initiative (ie, you can't retain the initiative twice in a row). The only exception to this is if one player has no formations left to activate. In this case, the other player may keep on activating formations without suffering the -1 modifier for retaining the initiative until all of the opposing formations have taken an action.

Example of Play: Actions

After setting up their forces, the Ork player (Matt) and the Imperial Guard player (Bill) both roll a dice and add their strategy rating. The Imperial Guard player rolls a 6, to which he adds his strategy rating of 2 for a total of 8. The Ork player rolls a 3 on the dice, plus his strategy rating of 3, giving him a total of 6. The Imperial Guard player hence wins the strategy phase and may choose whether to go first or second. He chooses to go first.

The action phase now begins and the Imperial Guard player nominates the formation with which he will attempt his first action.

He picks a Steel Legion Mechanised Infantry Company out on the left flank and declares that they are going to attempt a double action. The chosen formation are members of the Imperial Guard, and therefore have an initiative rating of 2+. The player rolls the dice and scores a 4 – the action is successful and the formation makes its chosen action (in this case, moving twice up the flank. They then have the option to shoot but can't see any enemy so the formation's action is at an end).

The Imperial Guard player then decides he is going to try to retain the initiative.

He nominates a Steel Legion Super Heavy Tank Company on the other side of the battlefield and declares that they are also going to attempt a double action. The player rolls a dice and scores a 2 – the action fails, since the formation has an Initiative of 2, and suffers -1 to its dice roll for retaining the initiative. The formation receives a Blast makrer and must take a hold action instead of taking the double action.

Action Test Table

Formation has at least one Blast marker	-1
Formation is trying to retain the initiative	-1

Action Test Result	*Actions*	*Notes*
Pass Action Test	Any	Player may attempt to retain the initiative (see 1.6.3)
Fail Action Test	Hold	Formation receives one Blast marker. Player may not attempt to retain the initiative.

1.7 MOVEMENT

Most actions allow all the units in a formation to make one or more moves. Units move a distance in centimetres up to the Speed value shown on their datasheet – there is no compulsion on players to use the total move available to them. Depending on the action they are taking, a unit may move one, two or three times (see 1.7.1). They may turn freely as they move. A unit is never forced to move, but sometimes failing to do so can result in its destruction (see 1.13.3). Once a player has moved a unit and removed his hand from the model, the move may not be changed.

1.7.1 Multiple Moves

If an action allows units to make multiple moves, take each move one after the other, following the rules that follow for each move (ie, don't simply add the movement distances together). For example, a Space Marine Tactical detachment (Speed 15cms) taking a March action would make three moves of 15cm each, rather than one move of 45cms.

1.7.2 Other Units

Enemy units may never move over or through each other. With the exception of infantry, a friendly unit may never move directly over another friendly unit. You can move over infantry units with other units, as the stationary infantry are assumed to get out of the way. Note that 'moving over' refers to the model itself, not the unit's base.

1.7.3 Zones Of Control

All units in Epic have a zone of control that extends 5cm in every direction from the model. Models mounted on a stand may measure the zone of control from any model on the stand.

Units may not enter an enemy zone of control while they move, unless they are undertaking an engage action and use their charge move to get into base contact with the nearest enemy unit whose zone of control they have entered. Once a unit has been contacted by an engaging enemy unit, it loses its own zone of control for the rest of that engage action (including the ensuing assault). This will allow other units to move round it. Units are never allowed to cross directly over an enemy unit, even if it has lost its zone of control.

If a unit finds itself in an enemy zone of control for any reason, then it must either charge the enemy or leave the zone of control when it next takes an action (note that this will require an action that allows it to charge or move).

1.7.4 Formations

Any units that are out of formation for any reason after a formation has taken the movement part of its action are destroyed. The controlling player may choose which units are 'out of formation' and destroyed. Note that each unit lost will place one Blast marker on the main part of the formation. This applies after each individual move, so if a formation made a march action, you can't wait until the end of all three moves in order to bring units back into formation – any out of formation units are destroyed at the end of the first move (and again at the end of the second and third moves if any other units have also ended up out of formation following the move).

SPECIAL RULE
1.7.5 Transport Vehicles

Many formations include transport vehicles that can be used to carry other units that belong to the same formation. The number and type of units that can be carried will be listed on the transport vehicle's datasheet. Transport vehicles may only carry units from their own formation. Transport vehicles can pick up and carry units as part of the transport vehicle's move. The vehicle simply moves into base contact with the unit to be picked up, and then carries on with its move as normal. Note that the transported unit is not allowed to move themselves during the move when they are picked up.

Transported units may disembark at the end of any move after the move in which is it was picked up. This happens after any overwatch shots (see 1.10) but before the moving formation shoots or assaults. Disembarking units may be placed within 5cms of the transport vehicle. If the formation has engage orders then they may be placed in base contact with an enemy unit. Otherwise they may not be placed within an enemy unit's zone of control. Note that units do not have to disembark, and may remain in their transport if they prefer. Units may not be picked up and disembark as part of the same move, though a formation making multiple moves as part of a march or double action could pick up units in one move and drop them off as part of a subsequent move. Units may embark or disembark as part of a counter-charge move (see 1.12.4), unless the transport vehicle carrying them is already in base contact with two enemy units – in which case they must stay on board (they are trapped inside!).

Units being transported may not shoot unless the transport vehicle's datasheet specifically says otherwise. Transported units are counted towards the number of units in the formation for all rules purposes (ie, when working out the number of units involved in an assault or if a formation is broken by Blast markers, etc) See 2.2.6 if a transport unit is destroyed by a macro-weapon.

Please note that a transport vehicle that is being transported cannot transport other units itself (ie, the 'Russian Doll' tactic is not allowed!).

1.8 TERRAIN

The galaxy is a vast place with millions of different worlds. The terrain covering these worlds can vary from empty plains to sky-scraping hive cities, and from verdant jungles to arid ash-waste deserts. Only one factor is common to them all, and that is that they all have areas where it is difficult to wage war!

In Epic, terrain affects units in one of three ways:

- The terrain has no effect on the unit when it moves through it.
- The terrain is impassable to the unit so it cannot move through the terrain under any circumstances.
- The terrain is dangerous to the unit, so the unit can enter the terrain but it might take damage (see 1.8.1).

The Terrain Effects table on the next page details some common types of terrain and the effects they have on different types of unit. How to represent terrain on the battlefield is discussed later on in this rulebook.

1.8.1 Dangerous Terrain Test

Roll a D6 when you enter dangerous terrain, or when you start to move if already in dangerous terrain. On a roll of 1, the unit is destroyed with no save allowed, but the formation it is part of does not receive a Blast marker.

Units may choose to move through dangerous terrain cautiously. A unit that is moving cautiously counts as having a speed of 5cm, but is allowed to re-roll any Dangerous Terrain tests that it fails.

DESIGN CONCEPT

Terrain Conventions

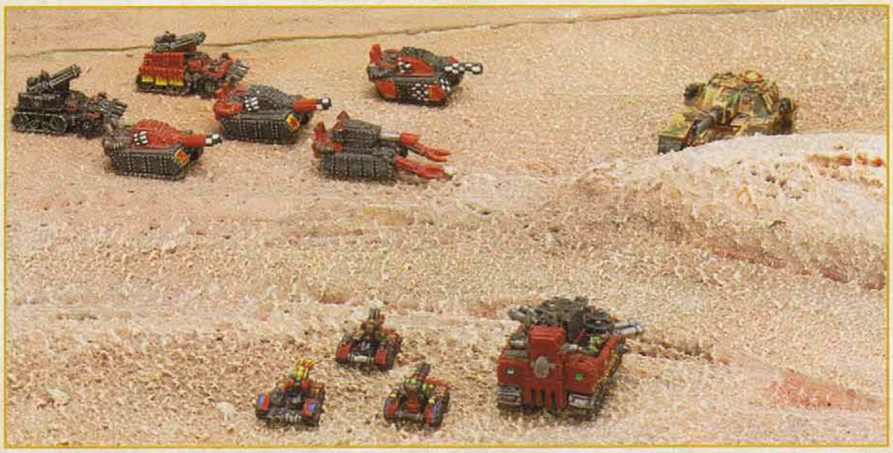
It is possible to have all kinds of arguments about whether terrain partially or fully blocks the line of fire to a target. Because of this, you should discuss the terrain on your gaming table with your opponent before a game starts and make sure you both agree on how it will work with regard to this and any of the other terrain rules. However, the -1 to hit modifier should be generously applied, and if in any doubt it should be counted rather than ignored.

1.8.2 Cover To Hit Modifiers

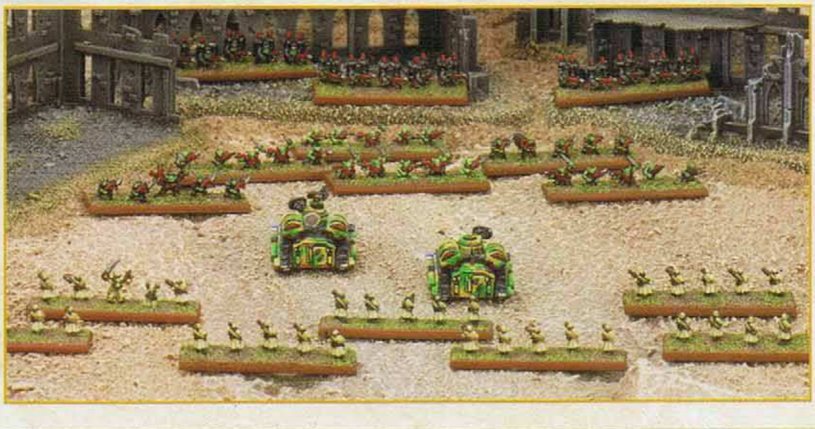
Units that are in terrain that is tall enough to at least partially obscure them from an attacker's view receive a -1 to hit modifier when being shot at (see 1.9.5). The to hit modifier also applies if intervening terrain obscures the target partially from view.

1.8.3 Infantry Cover Saves

Certain terrain is noted as giving infantry a cover save. While in such terrain, the infantry receive the cover save listed on the Terrain table in addition to the -1 to hit modifier for being in cover. The cover save can be used instead of their normal armour save whenever they have to take an armour save. Note that they can use one or the other of these saves against a hit, not both.



The Shadowsword has moved into a 'hull down' position behind a low ridge. From this position it counts as being in cover against attacks from the Ork formation with the Battlefortress and Buggies attacking it from the front, and so they will suffer the -1 to hit modifier. However, the Ork Gunwagons have manoeuvred to a position where the ridge does not block their line of fire, and so they do not suffer the penalty.



An Imperial Guard infantry company is attacking an Ork warband. Some of the Ork Boyz are in cover in the buildings at the back, while some of the Ork Boyz are in the open. The Imperial player must choose if he wishes to attack only the Boyz in the open, or the whole of the Ork formation. If he chooses to attack the whole formation then he will suffer a -1 to hit modifier. In addtion, the Orks in the building will benefit from the 4+ infantry cover save aginst any hits applied against them.

SPECIAL RULE
1.8.4 Terrain Effects

Fortifications: *Units in fortifications receive the -1 to hit modifier for being in cover and may ignore the -1 save modifier for being caught in a crossfire, though they still receive the extra blast marker (see 1.11 Crossfire). In addition, infantry in fortifications receive a 3+ cover save. Fortifications are normally impassable terrain for vehicles unless they are specifically designed to hold them (eg, tank emplacements).*

Hills: *Units on hills will benefit from better lines of sight to enemy units, as they will be high enough to see over some terrain features (see 1.9.2 Line of Fire). This aside, units on hills count as being in open ground (or whatever other type of terrain they occupy that is also on the hill, such as roads, woods or buildings).*

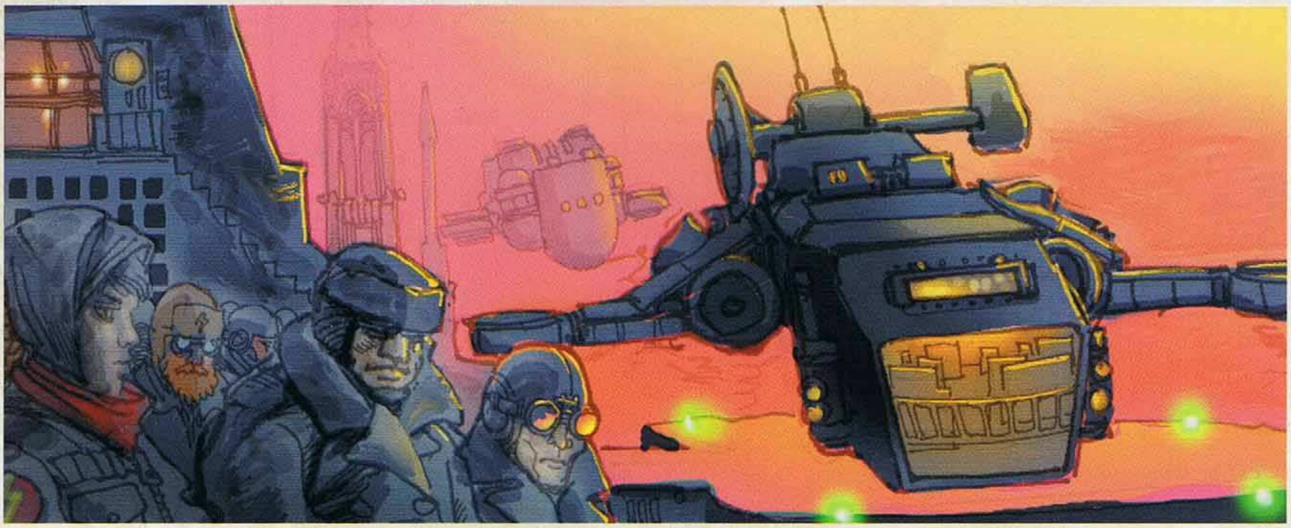
Open Ground: *Infantry receive a 5+ cover save if they are on Overwatch unless the terrain they are in gives them a better save. This represents the fact that stationary infantry are very hard to see. Note that the save will be lost after the infantry shoot and the Overwatch marker is removed.*

Roads: *Units that spend a whole move on a road may add 5cms to their move. In addition, if all of the units in a formation are on a road at the start of their action, you may declare they will make a road march. The formation takes a march action, and automatically passes the Action test. However, all of the units in the formation must remain on the road for the entire three moves.*

Armoured Vehicles: *Infantry count as being in cover and receive the -1 to hit modifier (but no cover save) if they are touching an armoured vehicle or war engine, to represent their ability to take cover from enemy fire by crouching behind the vehicle.*

Terrain Effects Table

Terrain	***Infantry***	***Vehicle***	***War Engine***
Buildings	4+ Cover Save	Impassable	Impassable
Cliffs	Impassable	Impassable	Impassable
Fortifications	3+ Cover Save (see rules)	See rules	Impassable
Jungle	4+ Cover Save	Impassable	Dangerous
Marsh	6+ Cover Save, Dangerous	Dangerous	Dangerous
Open Ground, Hill Slopes	No Effect	No Effect	No Effect
River	6+ Cover Save, Dangerous	Impassable	No Effect
Roads	See rules	See rules	See rules
Ruins, Rubble	4+ Cover Save	Dangerous	Dangerous
Scrub	6+ Cover Save	No Effect	No Effect
Woods	5+ Cover Save	Dangerous	Dangerous



1.9 SHOOTING

Many actions allow a formation to shoot. This takes place in the Action phase when the formation takes its action.

1.9.1 Picking A Target

When a player picks one formation to fire, an enemy formation is also chosen as its target. Formations may NOT split fire – any units unable to shoot at the nominated target formation lose the chance to shoot altogether.

1.9.2 Who May Shoot

In order to shoot, a unit must be in range and have a line of fire to at least one unit in the target formation, and must not be suppressed.

Line Of Fire: The line of fire is a straight line drawn from the shooting unit to one unit in the target formation. The line of fire is blocked by terrain features such as buildings, hills, woods, etc. Weapons higher up can often see over any terrain that is lower down. Buildings, rubble, woods, fortifications and the like don't block the line of fire to or from units that are in the terrain itself unless the line of fire passes through more than 10cms of the terrain feature (ie, you can shoot 10cms 'into' a terrain feature, but the line of fire is still blocked to units on the other side). The only units that can block the line of fire are war engines (see 3.0). Other units do not block the line of fire for friend or foe.

Range: In order to shoot, a unit must be in range of a unit to which it has a line of fire in the target formation.

Suppressed Units: One unit that has a line of fire and is within range may not shoot for each Blast marker on the formation. Units are suppressed 'from the back to the front' of a formation, with the front and the back being determined by the location of the target formation. The units that are the furthest away from any units in the target formation are suppressed first, on the basis that troops lurking at the rear are more likely to keep their heads down than the more gung ho chaps at the front! If several units are equally far away from the target formation, then the controlling player may choose which to suppress.

DESIGN CONCEPT
Shooting Conventions

The following principles apply to shooting:

***Measuring Ranges:** You must decide with your opponent how you will measure the range between two models during a game. The method used by the author (and the default you should use if you can't agree to an alternative) is that a weapon is in range if any bit of the attacking weapon is within range of any part of the target model (or at least one of the models on a target stand).*

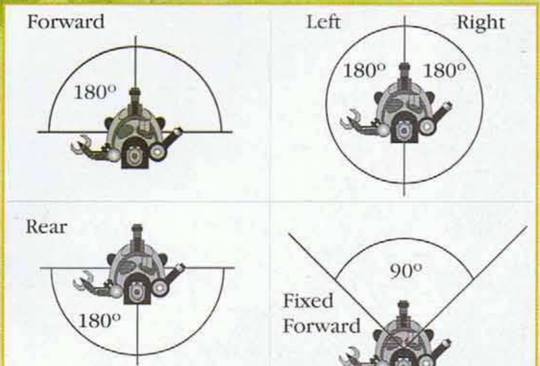
***Lines of Fire:** In Epic, the terrain and the models are assumed to be the same scale, so if you want to check a difficult line of sight between two units, all you need to do is bend over and get a 'model's eye view' to see if they are in each others line of fire.*

***Pre-measuring:** You must decide with your opponent if you are allowed to pre-measure distances during a game of Epic, or if you must declare charges or shooting attacks before measuring. For example, you must decide if you can measure to make sure a unit is within range of the enemy before deciding who it will shoot at, etc. Each method has its own distinct advantages, which boil down to pre-measuring being more precise and tactical, and not allowing pre-measuring being more characterful and exciting. If you cannot agree on which method to use then use the author's method, which is to allow pre-measuring.*

SPECIAL RULE
Weapon Fire Arcs

Most weapons can be fired in any direction (ie, the unit does not have to be pointing at the target). However, in some cases, a weapon will be noted as having a limited weapon arc.

Weapons that are noted on the data sheet as firing to the forward have a 180° arc of fire to the unit's front, while weapons noted as firing to the rear have a 180° arc of fire to the unit's rear. Weapons with a left fire arc may fire in the 180° arc to the unit's left side, while weapons with a right fire arc can fire 180° to the unit's right. Finally, weapons that are noted as fixed forward firing can only fire on targets that lie within 45° of either side of the direction that the unit is facing.



1.9.3 Shooting Procedure

This is a summary of the shooting procedure. We'll work through it step–by–step in the rules that follow.

I – Place one Blast marker on the target formation.

II – Roll to hit.

III – Allocate hits, make saving throws and remove casualties.

IV – Place additional Blast markers for casualties and check to see if the enemy formation is broken.

1.9.4 Place Blast Marker

The target formation automatically receives a Blast marker as long as at least one attacking unit can shoot at the formation. An additional Blast marker is received for each unit that is destroyed. A formation receives a Blast marker for coming under fire even if none of the attackers can cause any damage (eg, armoured vehicles coming under heavy bolter fire).

1.9.5 Roll To Hit

The player must decide at this stage whether weapons will fire with their AP or AT values if they have both. Then roll a D6 for each shot being directed at the target formation. You must roll equal to or higher than the appropriate 'to hit' value to score a hit (eg, if the weapon has an AT 4+ , you must roll a 4 or more to hit). The dice roll is modified for the following reasons. However a roll of 1 *before* modification is always counted as a miss.

To Hit Modifier Table

Target is in cover	-1*
Attacker is carrying out a double or marshal action	-1
Attacker is carrying out a sustained fire action	+1

**The attacker can choose to ignore the cover modifier if it applies to some units in the target formation but not to others. However, you can't score hits on units in cover unless you take the -1 to hit modifier.*

SPECIAL RULE
Needing 7+ To Hit

If to hit modifiers result in a required score of 7 or more to hit then it is still possible to score a hit, though very unlikely. As it is impossible to roll a 7 on a D6 (go on, try if you don't believe us), you will first need to roll a 6, and then, for each dice rolling a 6, you will need to roll a further score as shown on the chart below. So, for example, to roll an 8 you must roll a 6 followed by a 5 or 6.

Target	***D6 rolls needed***
7	*6 followed by 4, 5 or 6*
8	*6 followed by 5 or 6*
9	*6 followed by 6*
10	*May not be hit*

1.9.6 Allocate Hits & Make Saving Throws

You must allocate hits inflicted on your formation against targets that are within range and line of fire of the enemy. Hits are allocated 'from the front to the back' of a formation. Note that this is the opposite of suppression. AP hits can only be allocated against infantry units, and AT hits may only be allocated against armoured vehicles. Hits must be allocated to the closest potential target first. You may not allocate a second hit to a unit until one hit has been allocated to every potential target, or allocate a third hit until all targets have been allocated two hits, etc.

Once all hits have been allocated, make saving throws for each unit that has been hit, using the unit's armour value from its datasheet or the cover save from the terrain table. Roll a D6. If the score is lower than the armour value or cover save value then the unit fails its save, and is destroyed and removed from play. If the roll is equal to or greater than the armour or cover save value then the unit is saved and it remains in play. Make a separate save for each hit the unit suffers. Remember that the target formation receives a Blast marker for each unit that is destroyed.

1.9.7 Check To See If Target Breaks

Once the attack is completely resolved, you must check to see if the target formation has been broken by the Blast markers it has received. The formation breaks if the number of Blast markers equals or exceeds the number of units in the formation. Note that formations do not break part way through a shooting attack – only once it has been resolved.

Example of Play: Shooting

A Space Marine Devastator Detachment in Rhinos has just made an advance action (to get within range of the enemy). All units have made their move, and now are permitted to shoot. They decide to shoot at an Ork warband nearby. The Space Marine player measures the range (which is within the Devastators', range and line of fire) and places a Blast marker.

There are four Devastator units in the formation, each with two missile launchers, making for a total of eight shooting attacks. All the units in the target formation are infantry, so the Devastators elect to shoot using their AP value, which is AP 5+.

The player controlling the Devastators then rolls eight dice, scoring 1, 2, 2, 4, 4, 5, 6 and 6 – making for a total of 3 hits.

The nearest units in the enemy formation are all Ork Boyz stands, three of whom suffer a hit.

The Ork player then attempts to make saves for these three units, rolling one dice for each. The Ork player fails to roll any 6s, meaning that all three units are destroyed.

A further three Blast markers are placed on the warband, taking the total number of Blast markers up to four – not enough to break the warband (since it has more than four units remaining).

SPECIAL RULE
1.9.8 Barrages

Many artillery pieces, rocket launchers and some other weapons fire a barrage of shots causing mass destruction on the enemy. When these guns or launchers are grouped together in an attack they always fire a single barrage at the same target. On their datasheets, these weapons have no to hit rolls – instead they have a number of barrage points (BPs). The main difference between a barrage and a normal attack is that the barrage covers a substantial area and so may hit several units.

To fire a barrage, first take a Barrage template (see 1.0.1) and place it on the table where you want the barrage to land. Each weapon contributing to the barrage must be within range and have a line of fire to at least one unit under the template. Weapons that are not in range or do not have a line of fire to an enemy unit that falls under the template may not fire at all this turn. You are allowed to place templates over your own units, or units from several enemy formations if you wish but all units under the templates – friend and foe alike – are attacked. Any formation that is attacked receives a Blast marker for 'coming under fire' (see 1.9.4). Next, refer to the data sheet to work out the total number of Barrage points. The whole formation fires at once, so the number of Barrage points for each weapon that is in range and has a line of fire is added together. When you have worked out the total number of barrage points refer to the barrage table below. Note that a formation may only fire one barrage per turn – a single formation may not fire separate barrages at different targets.

The Barrage table lists the hit roll required to hit each unit under the Barrage template. Roll to hit all units (friend or foe) under the template with the appropriate to hit values. In order to speed dice rolling we recommend rolling to hit all units of exactly the same type together, and then removing any casualties from those closest to the enemy first.

Barrage Table

Barrage Points	*Extra Templates*	*Extra Blast Markers*	*To Hit Rolls*	
			AP	*AT*
1	None	None	6+	6+
2	None	None	5+	6+
3	None	None	4+	6+
4-5	One	None	4+	5+
6-7	One	One	4+	5+
8-9	Two	One	4+	5+
10-12	Two	Two	4+	5+
13-15	Two	Three	4+	5+
16-18	Two	Four	4+	5+

***Extra Barrage Templates**: Large barrages may receive extra Barrage templates. The Barrage table will tell you if a barrage receives any extra Barrage templates. Place any extra templates so that they touch the first template that was placed, and so that no templates overlap. All units under the templates are attacked with the barrage's to hit values. Note that once the first template has been placed, the attacker may choose where to place the additional templates, as long as they are touching the first template, and no line of fire, placement or range restrictions apply (see below).*

***Extra Blast Markers**: Really large artillery barrages are very effective at suppressing enemy troops as well as killing them. To represent this, a large barrage may inflict one, two or three extra Blast markers, as shown on the barrage table. The Blast markers are placed in addition to any Blast markers placed on a formation for it coming under fire or for any casualties that it suffered. If several formations are being attacked then each receives the appropriate number of extra Blast markers.*

***Indirect Fire**: Some weapons that can fire barrages are noted as having the indirect fire ability. Units armed with indirect fire weapons are allowed to fire indirectly if their formation takes a sustained fire action. Units belonging to a formation that fails the action test may shoot normally as part of their hold action, but may not fire indirectly. Units firing an indirect barrage receive the +1 modifier for taking a sustained fire action. In addition, no line of fire is required for an indirect barrage, as it is assumed that the barrage is fired high in the air so that the shots rain down on the target and ignore any intervening terrain. Co-ordinates for the barrage are provided by 'spotters' that are either in other friendly formations that do have a line of fire, or from orbiting spy satellites or planes. Finally, the high trajectory used by weapons firing indirectly greatly increases their range, but means they cannot fire at targets that are too close by. To represent this, weapons firing indirectly double their range, but have a minimum range of 30cms.*

***Using Barrage Templates**: Deciding which enemy units have been caught underneath a circular Barrage template is another one of the things that can cause endless arguments during a game. The method we use (and the default you should use unless you have a different convention that you prefer) is that a unit is affected if any part of the model falls under the template, or at least one model on a stand. In addition, templates must be placed in such a way as to get as many enemy units from the target formation under them as possible within the restrictions for lines of fire and range. This stops players 'sniping' at important units with artillery.*

1.10 OVERWATCH

A formation that takes an overwatch action may not move, but may shoot, outside of the normal turn sequence, in response to an enemy formation's movement. We mark formations on overwatch using the Games Workshop Order dice, but you can use other methods if you prefer. Note that if a formation has units more than 5cm from another unit in the formation (ie, it is not in a legal formation), then the formation may **not** take an overwatch action, as it **must** move back into a legal formation if it can.

A formation that is on overwatch may choose to shoot immediately after an enemy formation completes a move or unloads troops, and before the target either shoots or assaults.

Note that a formation on overwatch is allowed to shoot at an enemy formation after any move, so it may shoot at a formation making several moves after it has completed one of these moves and before it carries out the next one. This stops fast formations using double or march actions to 'whiz past' a formation that is on overwatch.

Also note that formations on overwatch may only react when a formation moves or unloads troops. They may not to choose to shoot at a formation that does anything else in their line of fire, such as shooting without moving or regrouping.

Resolve the shooting attacks using the normal rules. The overwatching formation must shoot at the formation that triggered the shooting – it can't pick a different target. Once it has fired, the formation is no longer considered to be on overwatch.

Formations remain on overwatch until they either shoot, or they undertake a new action in the following turn. Note that this means that a unit can go into overwatch on one turn, and not shoot until the following turn. Shooting in the following turn counts as your action for that turn, and will stop the formation taking an action later on. If the formation does not shoot in the following turn then it may take an action instead of shooting.

Example of Play: Overwatch

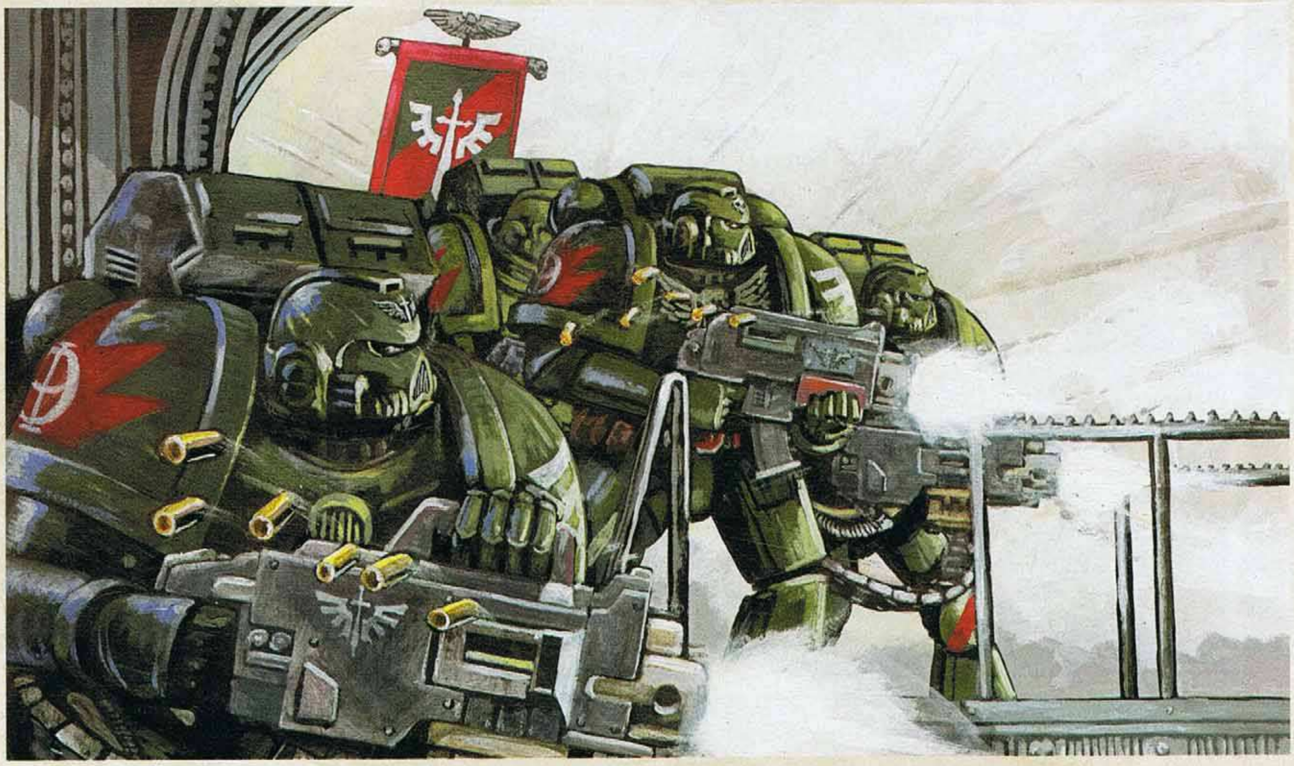
As his first action for the turn, the Imperial Guard player chooses to try to put one of his Steel Legion Mechanized Infantry Companies onto overwatch. He passes the Action test and the unit goes onto overwatch.

Nearby, an Ork formation chooses a sustained fire action and shoots at a nearby Titan. The Ork formation doesn't move, so can't trigger the formation on overwatch to fire. Their overwatch goes on…

Later in the same turn, another Ork formation chooses a double action and moves across in front of the Imperial Guard on overwatch. At the end of their first move, the Orks are within line of fire of the Imperial Guard detachment, but the player decides not to shoot at them since their second move will take them closer to another unit with which he can shoot them anyway. The overwatch is not triggered and still goes on…

A new turn begins and the Ork player wins the Strategy phase, enabling him to go first. The first thing the Ork player does is begin an engage action with a Kult of Speed, which begins tearing towards the Imperial Guard. At the end of their move, they are very close to the Imperial Guard formation, but before the assault is resolved, the Imperial Guard player announces that he is going to trigger the formation's overwatch and shoot at the Kult of Speed. The shooting is resolved normally, and in all likelihood will provide a massive aid to the Imperial Guard in the coming assault.

After the effects of the shooting have been resolved, the assault is resolved normally.



1.11 CROSSFIRE

'Ere we go, 'ere we go, 'ere we go... Bloody hell, where'd dose beaky wagonz come from? Quick ladz, face dis way. No, no, no! Not dat way, dis way. Oi! Where are yooz boyz running off too? Come back 'ere ya yoosless lot... Bugga! Oh well, I guess I'll just have to take out dem wagonz meself. 'Ere we go den... WAAAAAARGH!!!

Last words of Warlord Naz-bakk

Formations that take fire from the flank or rear are caught in a deadly crossfire, and will suffer additional casualties as troops struggle to find cover from attacks coming from an unexpected direction.

To represent this, formations are allowed to use the following rules to claim a crossfire bonus when they shoot. You can claim the crossfire bonus if you can draw a straight line up to 45cm long from any of the units in the shooting formation to any unit in another friendly formation *and* this line crosses a unit from the target formation *or* the gap between two units from the target formation.

The friendly unit that the crossfire line is drawn to must have a line of fire to a unit from the target formation, but does not have to be in range with any of its weapons. You may not use units that are in broken or marching formations to claim the crossfire bonus.

All units from a formation caught in a crossfire suffer a -1 save modifier. This may result in some units automatically failing their saving throw. Some terrain features or special rules may counter this modifier (see 1.8.4 and 2.1.16).

In addition, a formation caught in a crossfire attack receives two Blast markers for the **first** unit destroyed by the attack, rather than just one Blast marker for the destroyed unit as would usually be the case (see 1.9.4).

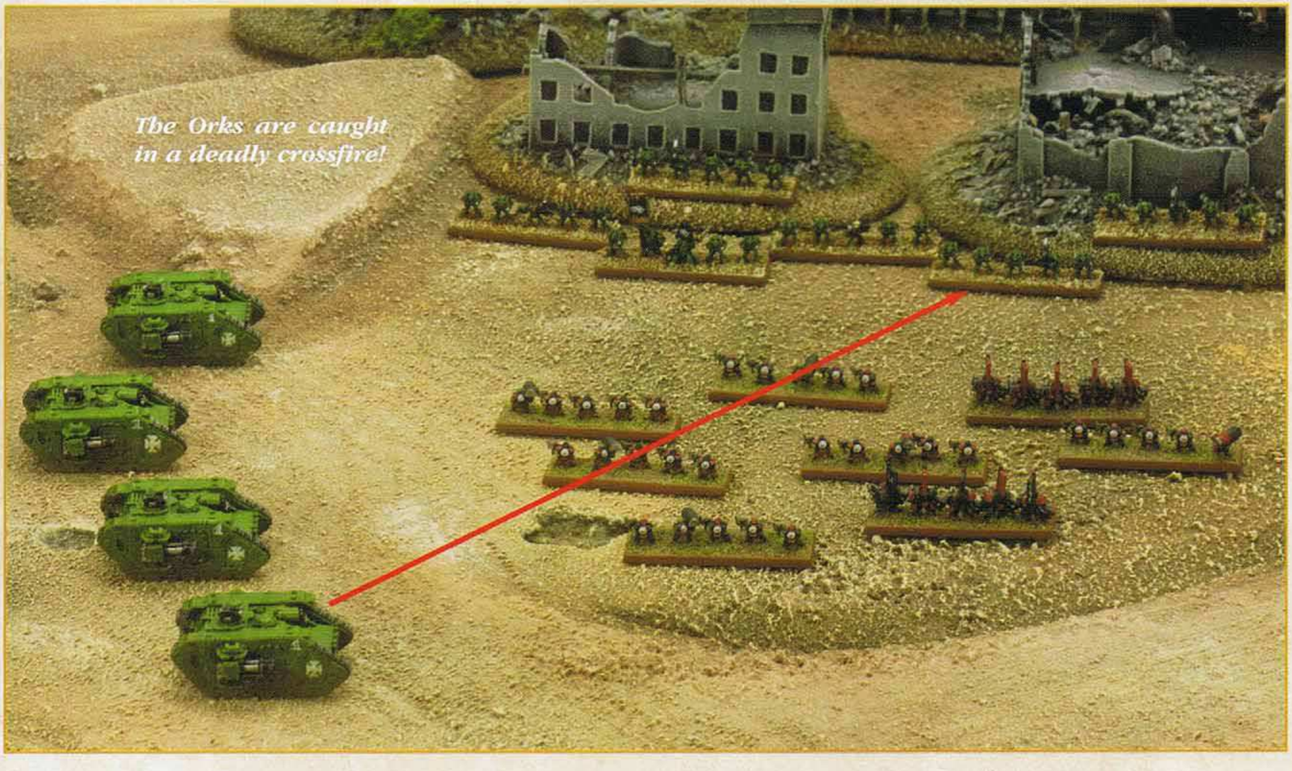
Note that a formation attacked by several enemy formations, each of which can claim a crossfire, will receive the extra Blast marker from *each* enemy formation that inflicts one or more casualties.

Example of Play: Crossfire

The Land Raiders have taken an advance action and moved to the position shown in the photograph below. The Space Marine player is able to draw a line of fire less than 45cms long to a unit in the Space Marine Tactical formation, and so is able to claim the crossfire bonus when shooting on the Orks.

The Land Raiders' lascannon are inneffective against the Ork infantry, but their heavy bolters inflict three hits. The -1 save modifier means that it is impossible for the Orks to make their armour save so three units are removed as casualties.

Five Blast markers are inflicted on the Orks: one for coming under fire, two for the first casualty caused by the heavy bolter fire, and two more for the remaining two casualties. There are only five units left in the Ork warband, so the five Blast markers inflicted by the Land Raiders are just enough to break the warband.



The Orks are caught in a deadly crossfire!

DESIGN CONCEPT
Assaults

The rules for assaults that follow are a crucial part of the Epic rules, and so it's important to understand what they represent. Unlike most wargames, where assaults only really cover hand-to-hand combat, in Epic an assault covers everything that happens when a formation is ordered to assault an enemy formation. To put this another way, if you think of an assault as covering everything that happens in a typical 4-6 turn game of Warhammer 40,000, then you won't go too far wrong!

This means that while hand-to-hand combat (called close combat in Epic) can be a part of what happens in an assault, it is by no means everything that happens. You will find it quite common for assaults to be resolved without any units making it into close combat at all, just as games of Warhammer 40,000 can be resolved without any close combat taking place.

One final point that needs to be made here is that an assault only occurs if a formation takes an engage action. This means it is possible for enemy formations to end up very close to each other (less than 15cms) without having to fight an assault. This reflects your troops' natural inclination to get under cover when they are close to the enemy unless they are ordered to attack.

1.12 ASSAULTS

Formations that carry out an engage action are allowed to move and then fight an assault. An assault represents a situation where all hell breaks loose as troops desperately try to seize a vital objective, or fight a tenacious defence to keep the objective in friendly hands. Assaults are not necessarily face to face or toe to toe, simply close enough that individual infantry are able to engage in the fight and make use of their small arms, grenades and other short ranged weapons. Casualties will often be high on both sides, and at the end of the assault, one side or the other will be forced to withdraw with its morale shattered, leaving the field to the victor.

1.12.1 Assault Procedure

This is a summary of the assault procedure. We'll work through it step by step in the rules that follow:

I – Choose target formation

II – Make charge move

III – Make counter-charges

IV – Resolve attacks

V – Work out result

VI – Loser withdraws

VII – Winner consolidates

1.12.2 Choose Target Formation

A formation taking an engage action must pick an enemy formation as the target of the assault. Any enemy formation may be chosen anywhere on the table, though for reasons that will become apparent it makes sense to choose someone fairly close by.

Under certain circumstances, a formation may assault two or more enemy formations (see the special rule for intermingled formations).

FURIOSO
INFERNUS
ADEON
EVANS 01

1.12.3 Make Charge Move

A formation undertaking an engage action is allowed to make **one** move (not a double distance move as is the case in many sets of wargame rules, not least many Games Workshop games), and then fights an assault against the enemy formation that was chosen as the target of the charge. This move is known as the *charge move*.

Make the move normally, as described in the movement rules given previously. Once the move is complete, the engaging formation must have at least one unit within 15cms of a unit from the target formation. If this is not the case then the assault does not take place and the action ends. This caveat aside, units from the charging formation may move in any direction and do not have to head towards the enemy.

Units making a charge move are allowed to enter enemy zones of control in order to move into base contact with an enemy unit from the target formation. Moving into base contact allows the unit to fight with its close combat value rather than its firefight value, as described below. This is the only time a unit may enter an enemy zone of control. See the rules for zones of control (1.7.3). Note that charging units may not enter the zone of control of enemy units from another formation that is not the target of the assault.

A maximum of two units may move into base contact with each defender. A charging unit that enters a zone of control must move into base contact with the nearest enemy whose zone of control has been entered. Once a unit has been contacted it loses its zone of control for the rest of the assault, allowing other units to move past it.

It's important to note that all you have to do is get one unit within 15cms of the enemy chosen as the target of the assault. There is no need for any units to get into base-to-base contact with the enemy unless you want them to.

1.12.4 Counter Charges

An assault represents a brutal short-range battle involving movement, shooting and close combat. Although the assaulting formation will have initiated the combat, the defending formation will have time to react to the enemy assault and make limited moves of their own. To represent this, units from the defending formation involved in the assault are allowed to make a special move called a *counter charge*.

Defending units that are not already in base contact with an enemy unit are allowed to counter charge. Units with a speed of 30cm or more may make a counter charge move of 10cm. Units with a speed of 25cm or less may make a counter charge move of 5cm. Counter charges happen after the engaging formation has finished moving and any overwatch shots have been taken, but before the combat is resolved. All the normal charge move rules apply, and defending formations must still be in a legal formation after the counter charge moves have been made (ie, all units must be within 5cm of another unit from their formation). Embarked units may dismount.

A unit must use their counter charge move to move directly towards the closest enemy unit. It may move into base contact if close enough, and as long as the enemy is not already in contact with two defending units. Units can choose not to counter charge if they wish, but if they do counter charge they must head towards the nearest enemy.

Counter charging units are allowed to counter charge enemy units from any enemy formation, not just the one they were assaulted by. Any enemy formations that are contacted by counter charging units are drawn into the assault, and will fight just as if they had made the assault themselves. Treat them and the original attacking formation as a single formation for all rules purposes for the duration of the assault.

A 2D6 roll is used to resolve a combined assault. If the attacker loses then each formation is broken. If the attacker wins then each formation receives a number of Blast markers equal to the number of units the formation lost in the assault.

DESIGN CONCEPT

Assault Weapons and Small Arms

Many unit datasheets include weapons that are noted as being either assault weapons or small arms.

The term assault weapons covers all of the diverse close combat weapons of the 41st Millennium, including chainswords, power weapons and Ork choppas. The effect of these weapons is included in a unit's Close Combat value and so they can only be used during an assault. For example, Assault Marines with chainswords have the effect of these weapons included in their Close Combat value of 3+.

The term 'small arms' covers a dizzying array of short-range weapons used by units in the 41st Millennium. Examples include lasguns, bolters and Ork shootas. The effect of these weapons is included in a unit's Firefight value and can only be used during an assault. For example, Tactical Marines with bolguns have the effect of these weapons included in their Firefight value of 4+.

An assault is the only time that units get to use their 'small arms' such as bolters or lasguns, although these weapons have a nominal range of 15cm on the unit datasheets. This represents the limited amounts of ammo carried for such weapons, and also that in combat most soldiers will keep their heads down and only shoot when the situation is really desperate! Neither of these problems generally apply to heavy weapons teams, which is why these weapons get to shoot all of the time.

1.12.5 Resolve Attacks

In an assault *both* sides attack. Attacks are assumed to take place simulatenously, so resolve all of the attacks for both sides units before removing any casualties.

Units have two assault values: a *close combat* value and a *firefight* value. Units that are in base-to-base contact with the enemy must use their close combat value, while units that are not in base contact but are within 15cm and have a line of fire to an enemy unit can use their firefight value.

Roll a D6 for each unit fighting in the assault. Blast markers do not suppress units from formations involved in an assault – it is assumed that the proximity of the enemy means that everyone joins in out of sheer desperation if nothing else! Compare the dice roll to the unit's close combat value if it's in contact with the enemy, or its firefight value if it's within 15cm of the enemy and has a line of fire but not in base contact. If the dice roll is equal to or greater than the relevant value, then a hit is scored on the enemy. No modifiers ever apply to these dice rolls.

Each player allocates the hits inflicted on their formation on units that are within 15cm of the enemy. Hits must be allocated to units in base contact with the enemy first, and then to units that are closest to the enemy. You may not allocate a second hit to a unit until one hit has been allocated to every potential target, or allocate a third hit until all targets have been allocated two hits, etc. Remember that hits are only applied to the attacking and defending formations that are directly involved in the assault, and won't spill over to other formations near by.

Once all kills have been allocated make saving throws as you would for shooting attacks. Infantry units from formations undertaking an engage action may not take cover saves (they are assumed to have left cover to charge the enemy), but other infantry units may.

Important Note: Kills inflicted in an assault do not count for placing Blast markers or for breaking a formation until **after** the result of the combat has been worked out.

1.12.6 Supporting Fire

In addition to units that are fighting from the attacking and defending formations, all units that are within 15cm and have a line of fire to an enemy unit that is involved in the assault are allowed to attack with their firefight value. This rule represents units from both sides that are not directly involved in the assault lending supporting fire to their friends. However, any hits scored may only be applied to enemy units that are actually taking part in the assault. In addition, units from a formation that is broken or that marched in its last action may not provide supporting fire.

Assault Modifiers	**(Cumulative)**
For each kill you have inflicted during the assault	+1
You have more units than the opposing formation	+1*
You have more than twice as many units as the opposing formation	+1*
Your formation has no Blast markers	+1**
The opposing formation has more Blast markers	+1**

** Count the total number of units remaining in the charging formation against the total number of units remaining in the defending formation. Don't include units from other formations that were lending supporting fire.*

*** Count broken enemy formations as having as many Blast markers as units.*

SPECIAL RULE

1.12.10 Intermingled Formations

Occasionally an attacker will wish to attack a position where units from two enemy formations are intermingled together. When a player declares the target for a charging formation he can choose, if he wishes, to include any enemy formations that are intermingled with the target formation as being part of the target of the charge. Two formations are intermingled if they have any units within 5cm of each other. If there are two or more formations within 5cm of the target formation, then the attacker can choose to include one or more of them as the target, he does not though have to include any of them.

For the purposes of the assault, the intermingled formation is treated as being a single formation. All of the intermingled formations are allowed to make counter charges, and hits may be allocated to all of the formations involved. Once casualties have been worked out, a 2D6 roll is used to resolve the assault. Add together all of the Blast markers on the intermingled formations when working out the result of the assault. If the defender loses then each formation is broken and must withdraw. If the defender wins then each formation receives a number of Blast markers equal to the number of casualties it suffered in the combat (ie, if one defending formation lost two units and then another one, then the first would get two Blast markers and the other would receive one Blast marker).

1.12.7 Work Out Result

After both players have removed casualties, the outcome of the combat must be decided. If one side wiped the other side out, then it is the winner. If both sides have units remaining then each player rolls 2D6, and then adds any modifiers that apply from the chart below to the single D6 that rolled highest. Note that you don't add your dice rolls together, but use the single dice with the highest score (ie, roll two dice and pick the highest). Whoever has the higher score after any modifiers have been added wins the assault.

In the case of a tie, fight a second assault using any surviving units starting with step IV (ie, roll dice, allocate hits, make saves and resolve the combat all over again with any survivors). Units from both sides are allowed to make a counter charge move before the second round is fought, with the attacker moving his counter charging units first (see 1.12.4). If a second round is fought then any casualties from the first round carry over when working out the result of the combat. If a further tie results, fight again (and again, and again if need be) until a clear winner is determined.

1.12.8 Loser Withdraws

If the loser was already broken when it was assaulted then the whole formation is destroyed, and ALL units in the formation are removed from play as casualties. If the losing formation is not broken then it becomes broken and may withdraw (see 1.13.3). In addition, the losing formation suffers a number of extra hits equal to the difference between the two sides' result scores. There are no saves for these hits, which represent units being hacked down as they turn and run, or disintegrating into a panic-driven rout as they flee. Remove these additional casualties as you would for hits inflicted in the assault itself (ie, units in base contact first, then those closest to the enemy etc).

Once any additional casualties have been removed, any surviving units on the losing side must make an immediate withdrawal as explained in the rules for broken formations later on (see 1.13.3).

Finally, any formations belonging to the losing side that were in a position to have lent support (ie, they were within 15cms of an enemy unit in the assault) receive one Blast marker each, even if they did not actually lend support. These Blast markers represent the detrimental effect on morale of seeing friends defeated in an assault.

1.12.9 Winner Consolidates

After the loser has withdrawn, the winning formation receives a number of Blast markers equal to the number of units that were killed by the enemy. Note that it is possible for a formation to win an assault and then become broken by the casualties that they suffered! In this case, the winning formation is broken, but does not have to make a withdrawal even if other enemy units are within 15cm (see 1.13.3). If the winner of the combat was already broken at the start of the combat, they do not receive any additional Blast markers.

Any units on the winning side may then move 5cm. This is a free bonus move designed to allow attacking units to occupy territory they have captured. Units may not enter an enemy's zone of control when they consolidate.

1.13 REGROUPING & BROKEN FORMATIONS

Formations that take a marshal action are allowed to regroup in order to remove Blast markers and attempt to avoid becoming broken. Formations are broken once they have received a number of Blast markers equal to the number of units in the formation, or if they lose an assault. Broken formations may not be selected to take an action in the Action phase.

1.13.1 Regrouping

Formations that take a marshal action may regroup. Roll 2D6 and remove a number of Blast markers equal to the highest roll. Note that the dice are not added together; instead the score of the higher dice is used.

1.13.2 Becoming Broken

Check to see if a formation is broken after it receives any Blast markers (either from failing an Action test, shooting or winning an assault). Formations that lose an assault are automatically broken. You should completely resolve an assault or an attacking formation's shooting before checking to see if the target formation breaks (ie, don't break a formation that comes under fire until all of the shooting has been resolved).

Remove all of the Blast markers from a formation when it breaks, and mark it in some way to show that it is broken. You can mark a broken formation in any manner you like; some players simply remember, others turn units in a broken detachment away from the enemy, or you can use the Order Dice or Battle Markers produced by Games Workshop. At the end of the day, as long as you remember which formations are broken and which are not then any method will do.

1.13.3 Withdrawals

Unless the rules state specifically otherwise, a broken formation may choose to make a withdrawal immediately after the action that caused it to break has been resolved. If a formation is broken part way through an action that it is taking (ie, by the Blast marker received for failing an initiative test, or as a result of Blast markers received from overwatch fire), then it makes a withdrawal and loses the rest of its action.

A formation making a withdrawal may make two moves. Withdrawal moves may be made in any direction, but if a unit ends the second withdrawal move within 15cm of the enemy, it is destroyed (it is killed while trying to escape!). Units may ignore enemy zones of control while making a withdrawal move but may not move directly over enemy units. These changes aside, withdrawal moves are treated exactly like a normal move. Enemy formations on overwatch can shoot at formations making withdrawal moves.

Units with a speed of 0cm obviously cannot move when making a withdrawal, so are destroyed if there are any enemy units within 15cm at the point they become broken.

1.13.4 Blast Markers and Broken Formations

Broken formations count as having as many Blast markers as units for any rules purposes.

Broken formations do not receive Blast markers after they have been broken and before they rally. Instead each Blast marker that the formation would normally receive causes an additional hit on the formation, with no saving throw allowed. Apply these extra hits as you would from normal

shooting (ie, from front to back of the formation). These additional hits represent individual units panicking and fleeing the battlefield, and they make broken formations extremely vulnerable to enemy attack – you have been warned!

Remember that a broken formation that wins an assault does not receive any Blast markers for the casualties it suffered, and will not therefore lose any additional units due to panic. It is assumed that in this case, the feeling of triumph at winning the assault overcomes any feelings of terror or fear.

1.14 THE END PHASE

The End phase takes place, unsurprisingly, at the end of the turn, once both players have taken an action with each of their unbroken formations. Both players *must* attempt to rally any formations and then check the scenario victory conditions to see if either side has won.

1.14.1 Rallying Formations

In the End, phase both players take turns to rally formations that have Blast markers or that are broken. Rally the formations one at a time, starting with the player with the higher strategy rating. In order to rally a formation you must roll equal to or over the formation's initiative value on a D6 (see 1.2.2). There is a -2 modifier to the dice roll if the formation is broken, and a -1 modifier if enemy units are within 30cm of a unit from the formation.

If the test is failed, then broken formations must make a withdrawal (see 1.13.3), while formations that are unbroken must remain in place but may not remove any Blast markers.

If the test is passed then remove half the Blast markers from the formation, rounding fractions up. Formations with one Blast marker remaining that pass a Rally test remove the last Blast marker. A broken formation that rallies is no longer broken. It counts as having as many Blast markers as units, half of which will be removed for passing the Rally test. For example, a broken formation with seven units that rallied would no longer be broken and would receive three Blast markers.

Rally Test Modifiers	
Formation is broken	-2
There are enemy units within 30cms	-1
Modifiers are cumulative.	

1.14.2 Check Victory Conditions

Most games of Epic are played using a scenario that will have a set of victory conditions that a player needs to achieve in order to win. See the special rules for scenarios in the special rules section for more details on how this works.

SPECIAL RULE
Rounding

In Epic, all fractions are rounded up unless the rules specifically say otherwise. Generosity rules where 6mm soldiers are concerned!

1.15 CORE RULES TRAINING SCENARIOS

"Only faith in the Emperor and the training I am going to give you will save you on the battlefield."

Veteran Sergeant Kesser

You have now read all you need to know in order to try out the following training scenarios. A scenario is basically a set of notes, telling you all you need to know about the battle you are going to fight. It will tell you what forces are involved, what vehicles each player has, what each side's objectives are, and so on.

In order to play the core rules training scenarios you will need to get hold of a couple of dozen units of Epic scale Space Marines. It will help if you can track down some Predator Destructors and Rhinos too, but these are not vital. There is a free downloadable file on the Epic website at www.epic-battles.com which has a set of counters for the Space Marine units and vehicles used in the scenarios, so if you have access to the internet you can try out the first two scenarios even if you don't have the correct models. Datasheets for the units can be found after the scenarios.

In order to play the scenarios that follow, you will also need a small amount of gaming terrain. You can use Warhammer or Warhammer 40,000 hills and trees if you don't have any in Epic scale, or just lay a cloth over some books to create rolling, hilly terrain.

SPECIAL RULE
They Shall Know No Fear

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- *It takes two Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any left over Blast markers).*
- *Space Marine formations are only broken if they have two Blast markers per unit in the formation.*
- *Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.*
- *When a broken Space Marine formation rallies then it receives a number of Blast markers equal to the number of units, rather than half this number.*

1.15.1 Basic Training Scenario

Even Space Marines need to practise their tactics and strategy. This basic training scenario is based on one of these exercises and pits Space Marines from the same Chapter against each other in a simple training exercise. The object is to take and hold an objective.

Force Alpha: Two formations each with six Space Marine Tactical units. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine Tactical units. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Set up a playing area approximately 60-90cm square. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in. Place an 'objective counter' in the very centre of the battlefield (a coin will do just fine).

Deployment: If one player set up the scenery then his opponent can choose which table edge to deploy on. If you set up the scenery together then roll dice to see who gets the choice of edge. The other player sets up on the opposite table edge. You must deploy all of your units within 15cms of your table edge.

Special Rules: All Space Marine units may use the 'Know No Fear' special rule.

Victory Conditions: You capture the objective if you have a unit within 15cms of it in the end phase and your opponent does not. To win the game, you must capture the objective and hold it for one full game turn.

1.15.2 Fast Attack Training Scenario

Space Marine armies are highly mobile and make great use of armoured transport vehicles to strike at the enemy with lightning speed. By far the most common Space Marine transport vehicle is the ubiquitous Rhino, a sturdy and reliable machine capable of transporting ten fully equipped Space Marines across the battlefield.

Force Alpha: Two formations each with six Space Marine Tactical units and three Rhinos. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine Tactical units and three Rhinos. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Same as Basic Training (1.15.1).

Deployment: Same as Basic Training (1.15.1).

Victory Conditions: Same as Basic Training (1.15.1).

Special Rules: Same as Basic Training (1.15.1).

SPACE MARINE TACTICAL

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+

Weapon	Range	Firepower	Notes
Bolters	(15cms)	Small Arms	—
Missile Launcher	45cm	AP5+/AT6+	—

SPACE MARINE RHINO

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+

Weapon	Range	Firepower	Notes
Stormbolter	(15cm)	Small Arms	—

Notes: *Transport (may carry two of the following units: Space Marine Tactical, Devastator & Scout units)*

SPECIAL RULE
Jump Packs

Some units are noted as having jump packs. These units are equipped with special devices that allow them to fly for short distances, usually in a series of long 'hops'.

Units equipped with jump packs may ignore dangerous or impassable terrain as they move (they jump over it). They may not land on impassable terrain, and if they land in dangerous terrain they must take a dangerous terrain test. Units equipped with jump packs may also move over other friendly units as they move, but may not land on them. Units with jump packs are affected by enemy units and zones of control normally, and cannot jump over enemy formations.

1.15.3 Armoured Training Scenario

Space Marines make use of a number of different types of armoured fighting vehicle. Among the most common is the Predator Destructor, a nicely balanced fighting machine with weapons suitable for engaging both armoured and vehicle targets. This scenario is based on the training exercises used to teach Space Marines the skills required to work as a member of the crew of a Predator tank.

Force Alpha: Two formations each with four Space Marine Predator Destructors. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with four Space Marine Predator Destructors. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Same as Basic Training (1.15.1)

Deployment: Same as Basic Training (1.15.1).

Victory Conditions: Same as Basic Training (1.15.1).

Special Rules: Same Basic Training (1.15.1).

1.15.4 Advanced Training Scenario

Space Marine armies include a number of specialised formations and troop types such as Space Marine Assault units equipped with Jump Packs, and Space Marine Devestators equipped with additional heavy weapons. This scenario is based on the advanced training missions used by the Space Marines to show how the presence of these units affects the tactics learned during basic training.

Force Alpha: Two formations each with six Space Marine tactical units and three Rhinos, plus one formation of four Space Marine Assault units. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine tactical units and three Rhinos, plus one formation of four Space Marine Devestators. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Same as Basic Training (1.15.1).

Deployment: Same as Basic Training (1.15.1).

Victory Conditions: Same as Basic Training (1.15.1).

Special Rules: All Space Marine units may use the 'Know No Fear' special rule, and Assault Marines may use the 'Jump Pack' special rule.

SPACE MARINE PREDATOR DESTRUCTOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+

Weapon	Range	Firepower	Notes
Autocannon	45cm	AP5+/AT6+	—
2 x Heavy Bolter	30cm	AP5+	—

SPACE MARINE ASSAULT

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	3+	5+

Weapon	Range	Firepower	Notes
Bolt Pistols	(15cms)	Small Arms	—
Chainswords	(base contact)	Assault weapon	—

Notes: *Jump Packs*

1.15.5 Combined Arms Training Scenario

In most circumstances, a Space Marine commander will field a combined arms force. This scenario teaches the vital skills needed to weld infantry, artillery and armoured vehicle formations into a single fighting force.

Force Alpha: Two formations each with six Space Marine tactical units and three Rhinos, plus one formation of four Space Marine Assault units, one formation of four Predator Destructors, and one formation of three Whirlwinds. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine tactical units and three Rhinos, plus one formation of four Space Marine Devestator units, one formation of four Predator Destructors, and one formation of three Whirlwinds. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Set up a playing area approximately 90-120cm square. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in. Place an 'objective counter' in the very centre of the battlefield (a coin will do just fine). Then each player must set up another objective 45cms away from any other objective. There should be a total of three objectives once they have all been set up.

Deployment: Same as Basic Training (see 1.15.1)

Victory Conditions: You capture the objective if you have a unit within 15cms of it in the end phase and your opponent does not. To win the game you must capture two objectives and hold them both for one full game turn at the same time.

Special Rules: Same as Advanced Training (see 1.15.6)

DESIGN CONCEPT
Rules Questions

Tabletop wargaming is an imprecise science and can often generate rules questions. The sheer number of variables thrown up by the rules, army lists and varied tabletop terrain pretty much guarantees that at some point during any game you and your opponent will have a discussion about how exactly to deal with a situation that has occurred, or you will find that you play the game using slightly different methods or conventions.

Usually, you will be able to overcome these differences by simply chatting about them with your opponent, but occasionally you will find that you each feel a rule or situation should be interpreted in a diametrically opposed way. Such a situation can lead to a very heated debate that might spoil your enjoyment of the game, and because of this, when these situations occur try not to argue about the rules, and instead simply smile and say "Okay, let's play it your way!" Trust me, you'll find that this method of play is much more relaxing and fun than bickering about rules, and you may find that you actually prefer your opponent's method to your own. It's also the mature approach, which I think is rather appropriate for a game like Epic, which when all is said and done is designed for experienced wargamers rather than experienced rules lawyers. 'Nuff said, I hope!

SPACE MARINE WHIRLWIND

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+

Weapon	Range	Firepower	Notes
Whirlwind	45cm	1BP	Indirect Fire

SPACE MARINE DEVASTATOR

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	3+

Weapon	Range	Firepower	Notes
2 x Missile Launcher	45cm	AP5+/AT6+	—

2.0 SPECIALIST UNITS & WEAPONS

"We're safe 'ere Gobbitz. There's no way da beakies can get to us at the top of dis cliff..."

Last words of Gibli the Gretchin before being overrun by Space Marine Assault troops from the Salamanders Chapter

The battlefields of the 41st Millennium are home to a vast array of extraordinary units and weapons. These can range from infantry units equipped with jump packs that allow them to fly through the air, through to heavily armoured vehicles equipped with huge macro-weapons so powerful they make a mockery of all but the very thickest armour. These kinds of units have special abilities that often break the core game rules in some way – troops with jump packs can leap over impassable terrain, for example, while units hit by macro-weapons do not get an armour save, and so on. These rules are not particularly complex and you can start using them more or less straight away. We have simply separated them off here so that they do not clutter up the core game rules.

Specialist abilities represent unique attributes for a unit or weapon. Because of this, abilities are not transferable to other units or weapons in the same formation. For example, Terminators are allowed to teleport onto the battlefield and this ability is listed in their profile in the Forces section of the rulebook. However, any other non-Terminator units in the same formation would not have this ability.

Sometimes situations will occur where some units have a special ability and others do not, raising the question of whether the ability may be used. For example, some units in a formation may be able to fire a barrage that ignores cover or has the macro-weapon effect, while other weapons taking part in the barrage do not. If such a situation occurs in a battle then you may only use the ability if all of the units taking part can use it – so the barrage would only ignore cover or count as a macro-weapon if all of the units participating in the barrage had these abilities.

Finally, unless the rules specifically state otherwise then any special abilities can be used by units belonging to a broken formation. Thus a supreme commander, for example, could still use his special abilities even if he was broken.

2.1 SPECIALIST UNITS

Some units have special abilities that allow them to 'buck the rules' in some way. This is usually because the units themselves are unusual due to their training, equipment or temperament. Any special abilities that apply to a unit will be noted on its datasheet (see 1.1.3).

2.1.1 Characters

Certain units are noted as being *characters*. These units represent important individuals rather than groups of soldiers or the crew of a vehicle or war engine. Because of this they are not represented by a separate model on the tabletop, and are instead *added* to another unit in the army. The unit the character is added to receives any weapons and abilities that the character has noted on their datasheet. For example, Space Marine Chaplains are characters that are armed with a Power Weapon (assault weapon, macro-weapon, extra attack (+1)), and have the *invulnerable save* and *inspiring* abilities. Any unit they are added to will count as having all of these things in addition to their normal weapons and abilities. Note that characters can be added to any type of unit, including vehicles and war engines.

The unit and the character must operate together throughout the entire battle. The character can be transported in any vehicle allowed to transport the unit that he joins, and does not take up an extra space. The character should be represented by a suitable model or command banner that is added to the unit he joins. Characters that are taken as an upgrade for a formation must be added to a unit from the formation they were taken as an upgrade for.

Space Marine Bike unit and Imperial Guard Baneblade with character upgrade

2.1.2 Commanders

Some units and characters are noted as being *commanders*. Commanders can order up to three formations of troops to follow them when they make an assault, as long as all the formations have at least one unit within 5cm of a unit from the commander's formation.

Make a single initiative roll for all the formations, counting a -1 modifier if any have Blast markers. If the test is failed then the commander's formation receives a Blast marker and must take a hold action, but the other formations are unaffected (and may take an action later in the turn).

If the test is passed then all three formations may take an engage action. Treat the three formations as if they were a single formation for all rules purposes for the duration of the assault. A 2D6 roll is used to resolve a combined assault. If the attackers lose then each formation is broken. If they win then each formation receives a number of Blast markers equal to the casualties it suffered in the combat.

Space Marine Captains are commanders

2.1.3 Fearless

Some units are noted as being *fearless*. Such units are either exceptionally brave or so crazed that they will never run away even when broken (though you can choose to have them make a withdrawal move if you want them to).

Units that are fearless are immune to damage from losing an assault (both the additional hits and being wiped out if already broken), for ending a withdrawal within 15cms of the enemy, and from the damage inflicted by Blast markers if broken. Note that other units in the formation that are not fearless will be affected normally by additional hits for Blast markers or losing an assault or whatever – just don't allocate any of the hits to the units that are immune, but hand them out as normal to units that are not.

Fearless units still count as part of a formation, and so will sometimes be 'dragged along' as their formation withdraws even though they don't have to, simply in order to stay in formation (see 1.2.1). Finally, note that not needing to withdraw can mean that fearless units can end an assault still in an enemy zone of control, or even in base–to–base contact with the enemy (see 1.7.3 for details of how to deal with situations where units start an action in an enemy zone of control).

Imperial Guard Commissars are fearless

2.1.4 Infiltrators

Some units are noted as being *infiltrators*. These are allowed to double their speed when they make a charge move (and only when they charge!), and they can also ignore enemy zones of control from the formation they are charging. These two special abilities allow them to sneak past enemy units when they charge in order to attack enemy units that are further back. Note that the unit coherency rules still apply to infiltrators.

Ork Kommandos can infiltrate

2.1.5 Inspiring

Some units or characters are noted as being *inspiring*. Each inspiring unit involved in an assault adds +1 to the result roll (as long as it survives the combat of course!)

Space Marine Chaplains are inspiring

2.1.6 Invulnerable Saves

Certain units or characters receive a special *invulnerable save*. These units either have protective devices or supernatural vitality that will allow them to survive an attack that would kill another creature. To represent this, units with an invulnerable save receive a second save of 6+ if they fail their first save for any reason. They may take this second save against any form of attack, even attacks that would normally not allow a save to be taken. No modifiers ever apply to the second save.

Space Marine Librarians have an invulnerable save

2.1.7 Jump Packs

Some units are noted as having *jump packs*. These units are equipped with special devices that allow them to fly for short distances, usually in a series of long 'hops'.

Units equipped with jump packs may ignore dangerous or impassable terrain as they move (they jump over it). They may not land on impassable terrain, and if they land in dangerous terrain they must take a dangerous terrain test. Units equipped with jump packs may also move over other friendly units as they move, but may not land on them. Units with jump packs are affected by enemy units and zones of control normally, and cannot jump over enemy formations.

Assault Marines have jump packs

2.1.8 Leaders

Some units or characters are noted as being *leaders*. A formation that includes any leaders may remove one extra Blast marker for each leader whenever it regroups or successfully rallies.

Ork Nobz are leaders

2.1.9 Light Vehicles

Light vehicles include any unarmoured vehicles where the crew is exposed to enemy fire, such as Ork buggies and Space Marine Land Speeders. The only difference between light vehicles and armoured vehicles is that light vehicles can be affected by AP fire as well as AT fire; in effect they count as infantry targets against AP fire and armoured targets against AT fire.

Light vehicles rely on speed and agility to protect them from enemy fire, and because of this their saving throw is based on these factors rather than the thickness of any armour they may carry. This aside, their saving throw works in exactly the same manner as the saving throw of any other unit, and will be ignored by macro-weapons, can be used against barrages, and so on.

Ork Buggies are light vehicles

2.1.10 Mounted

Some infantry units are noted as being *mounted*, and will either ride on bikes or living creatures such as horses. Mounted units count as vehicles for terrain effects, and as infantry units for all other purposes.

Space Marine Bikers are mounted troops

2.1.11 Reinforced Armour

Units with *reinforced armour* are protected by armour many times thicker than that found on most armoured vehicles and have extremely robust internal construction too. Because of this they still take their saving throw when hit by macro-weapons (see 2.2.6). In addition, they may re-roll a failed save against any non-macro-weapon hit, including those inflicted during an assault.

The Leman Russ has reinforced armour

2.1.12 Scouts

Some units are noted as being *scouts*. These units are trained to operate on their own, scouting ahead of their formation to seek out the enemy. Scout units only have to remain within 20cm of another unit from their formation, rather than 5cm as would normally be the case. In addition, scouts are trained to spread out so they can cover a wide area, and so have a 10cm zone of control. Note that these abilities only apply to scout units and cannot be transferred to other units in the same formation or transport units carrying the scouts.

Space Marine Scouts

2.1.13 Skimmers

Some units are noted as being *skimmers*. These units are equipped with devices that allow them to hover a short distance above the ground, so that they can fly over terrain that would slow other units down. Note that skimmers do *not* follow any of the rules for aircraft in section 4.0.

Skimmers may ignore dangerous or impassable terrain as they move. They may not land on impassable terrain, and if they land in dangerous terrain they must take a dangerous terrain test. Skimmers may also move over other friendly units as they move, but may not land on them. Enemy units and zones of control affect skimmers normally.

A skimmer may declare that it is *popping up* at the start of any action that it takes, including sustained fire actions and when the skimmer goes onto overwatch. Popping up counts as movement for the purposes of triggering enemy onoverwatch. A skimmer that has popped up is assumed to be flying high enough that intervening terrain does not block the line of fire between the skimmer and any enemy units, and vice versa. A skimmer that has popped up, 'pops down' at the conclusion of the action. Skimmers on overwatch do not pop down until after they make their overwatch attack. Skimmers with a transport capacity may not embark or disembark units while they are popped up, and if they are destroyed while they are popped up then any units on board will be destroyed with no save.

Skimmers may always choose to use their firefight value in an assault, even if there are enemy units in base contact with the skimmer. If they do this then the enemy must use their firefight value also. This represents the skimmer lifting off the ground out of reach of enemy ground units.

Land Speeders are skimmers

2.1.14 Sniper

Some infantry units are noted as being *snipers*. Roll separately when attacking with a sniper unit. If they hit, the attacker can choose which enemy unit is hit from those within range and in the line of fire of the sniper unit. In addition the target suffers a -1 save modifier.

Imperial Guard Snipers

2.1.15 Supreme Commanders

Supreme Commanders represent high-level command units. They count as commanders and leaders (see 2.1.2 and 2.1.8 respectively). In addition, each supreme commander unit in the army allows a player to re-roll one failed initiative test (of any type) once per turn.

Space Marine Supreme Commander

2.1.16 Thick Rear Armour

Some armoured units are noted as having *thick rear armour*. These vehicles have equally thick armour all round, and so ignore the -1 save modifier when they are caught in a crossfire.

Land Raiders have thick rear armour

2.1.17 Teleport

Units with the *teleport* ability can appear suddenly on the battlefield, either because they have access to technological or arcane devices that allow them to be instantaneously moved from one place to another, or because they are capable of hiding extremely well and then suddenly appear 'as if from nowhere'.

Formations where allof the units have this ability may be kept off the table, and can appear at the start of any turn. Simply place the unit anywhere you like on the table at the start of any turn, before determining who wins the strategy roll. The unit must be placed within 5cms of another unit from its own formation if there are any already in play. So, for example, if a whole formation teleported into play then the first unit could be placed anywhere, but any other units would need to be placed within 5cms of a unit that had already been placed. All units must be placed outside enemy zones of control. If placed in dangerous terrain then a dangerous terrain test must be taken when the unit is placed on the table.

Teleporting is an inherently dangerous business, and doesn't always go as planned. To represent this roll a D6 for each unit that teleports into play. On a roll of a 1 the formation that the unit belongs to receives a Blast marker.

Terminators can teleport

2.1.18 Walkers

Some vehicle units are noted as being *walkers*. They are able to negotiate dangerous terrain more easily than other vehicles. To represent this they may re-roll any failed dangerous terrain tests.

Space Marine Dreadnoughts are walkers

2.2 SPECIALIST WEAPONS

Some exotic or powerful weapons have special abilities to represent their unique properties. Any special abilities that apply to a weapon will be noted in the line for the weapon on a unit's datasheet.

2.2.1 Anti-aircraft Weapons

Some of the weapons used in Epic are used in dogfights or to defend against aircraft. These weapons are collectively known as anti-aircraft weapons in the rules. Anti-aircraft weapons have an 'AA' firepower value, in addition they may also have AP or AT firepower values. For example, the Space Marine Hunter has a Firepower value of AT 4+/AA 5+. The rules for carrying out AA shooting are described in full in the rules for Aerospace Operations (see 4.0).

The Hunter is armed with anti-aircraft weapons

2.2.2 Disrupt

Certain weapons are designed to disrupt enemy formations as much as kill enemy troops. To represent this weapons noted as having the disrupt ability inflict a Blast marker on an enemy formation for each hit they inflict instead of for each kill they inflict. Note that the hits inflicted by disruptor weapons are saved for normally. Any units that fail their save are removed as casualites but do not cause a second Blast marker to be placed on the target formation.

The Valkyrie's rocket pods have the disrupt ability

SPECIAL RULE
Re-rolls

Sometimes the rules will allow you to re-roll a dice if you don't like the first score you rolled. Re-rolls always apply to single dice rolls – if you rolled more than one dice then the re-roll will only allow you to re-roll one of them unless the rules specifically say otherwise. No dice may be re-rolled more than once (you can't re-roll a re-roll) and you must accept the result of the second roll.

2.2.3 Extra Attacks

Some assault and close combat weapons are noted as having *extra attacks (+x)*. Units armed with these weapons receive a number of extra attacks equal to 'x' during an assault. For example, an assault weapon noted as having 'extra attacks (+2)' would allow the unit using it to make two extra close combat attacks in an assault. Sometimes the entry will specify a dice roll rather than a fixed number. For example, a weapon that had 'extra attacks (D3)' would attack D3 times each time it attacked. Extra attacks can apply to shooting attacks, close combat attacks, and firefight attacks.

Ogryn close combat weapons get extra attacks (+1)

2.2.4 First Strike

Weapons with the first strike ability attack first in an assault. Resolve the attack and inflict damage for the weapon before any enemy units make their attacks. This may result in some enemy units being destroyed before they can attack. If the ability is noted for a weapon with extra attacks (see 2.2.3) then only the extra attacks getsthe first strike ability; otherwise it will count for all close combat attacks if noted for an assault weapon, or all firefight attacks if noted for small arms. If opposing units both have first strike weapons then all first strike attacks are resolved simultaneously and their results applied to both sides before other attacks are resolved.

Rough Rider hunting lances have the first strike ability

2.2.5 Ignore Cover

Some weapons are noted as being able to *ignore cover*. These weapons are designed to negate the effects of cover, either by blasting it apart or simply bypassing it altogether. These weapons ignore cover to hit modifiers, and negate infantry cover saves.

The Hellhound can ignore cover

2.2.6 Macro-Weapons

Some of the weapons used in Epic are absolutely huge. These weapons are collectively known as *macro-weapons* in the rules. Only units with reinforced armour or invulnerable saves receive a saving throw against hits from a macro-weapon (see 2.1.6 and 2.1.11). Any other type of target that is hit does not get a saving throw at all. The following rules explain in detail how this works, but as long as you bear in mind the principle that macro-weapons cancel saves then you won't go too far wrong.

Shooting Attacks: Macro-weapons that can be used for shooting attacks do not have AP or AT firepower values. Instead they have a 'macro-weapon' value (abbreviated to MW). For example, the volcano cannon mounted on an Imperial Warlord Titan has a fire value of MW 2+. You should roll to hit normally when firing a macro-weapon. Macro-weapons can affect any type of target, so the volcano cannon mentioned above would hit any type of target on a roll of 2+. Only units with reinforced armour or invulnerable receive a saving throw against hits from a macro-weapon (see 2.1.6 and 2.1.11). Any other type of target that is hit does not get a saving throw. Cover saves are also negated, although the -1 to hit modifier does apply. Units on board a transport vehicle destroyed by a macro-weapon only receive a save if they would have one were they hit by the macro-weapon directly.

Barrages: Work out the macro-weapon's barrage normally, except that any units hit do not receive a saving throw unless they have reinforced armour or an invulnerable save.

Assaults: In an assault, some small arms and assault weapons that are allowed extra attacks can have the macro-weapon ability as well. In this case the macro-weapon ability *only* applies to the extra attacks.

Allocating Hits: If an attacking formation scores hits both with normal weapons and weapons with the macro-weapon ability, then the opposing player must allocate and make any saves for the normal hits first, and then allocate and make any saves for the macro-weapon hits. Hits from macro-weapons can only be applied to units that are in a position to be hit by a macro-weapon (eg, are either in base contact or within weapon range of an attacking enemy unit armed with a weapon with the macro-weapon ability).

The Supa-Stompa is armed with macro-weapons

2.2.7 Single Shot

Some weapons are noted as being *single shot*. These weapons may be used once per battle and may not then be fired again. You may want to record which single shot weapons have been fired on a piece of scrap paper.

The Deathstrike Missile is a single shot weapon

2.2.8 Slow Firing

Some weapons are noted as being *slow firing*. These weapons must take one turn to reload after they have fired. This means that if they fire on one turn they may not fire during the next. We have found that the best way of remembering this is simply to turn the unit around to face away from the enemy when it fires, and then turn it back again when the formation is activated again next turn, but you can use any method you prefer.

Manticore Missile launchers are slow-firing

2.2.9 Titan Killers

Some weapons are noted as being *Titan Killers*. Enemy units hit by such weapons may not take a cover or armour save, even if they have reinforced armour. In addition, further special rules apply if the target unit is a war engine (see 3.0). In all other ways, Titan killers are treated as macro-weapons.

The Shadowsword's Volcano Cannon is a Titan killer

2.3 SPECIALIST TRAINING SCENARIOS

"Why, if it isn't Brother Marius. The injuries from the last training exercise have healed well I see. And that new bionic eye should prove most useful for this next exercise. Tell me, how many hours have you had on Land Speeders up to now?"

Veteran Sergeant Kesser

There are a huge number of specialist units and weapons covered by the Epic rules, far too many to be covered in a single training scenario. However, the following variant of the Combined Arms training scenario can give you a taste of what effect specialist units can have on the game. In order to play the scenario you will need access to the models you used for the Combined Arms scenario, plus models for the units shown on the datasheet section below.

2.3.1 Specialist Training Scenario

Space Marines are organised into companies led by hugely experienced and respected commanders, and backed up with heavily armoured Land Raiders and highly agile Land Speeders. These specialised units allow a force to be tailored to carry out any mission the company may be called upon to undertake.

Force Alpha: Two formations each with six Space Marine Tactical units and three Rhinos, plus one formation of four Land Raiders and one formation of five Land Speeders. One Tactical formation may include a Space Marine Commander and the other may include a Space Marine Dreadnought. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine Tactical units and three Rhinos, plus one formation of four Land Raiders and one formation of five Land Speeders. One Tactical formation may include a Space Marine Commander and the other may include a Space Marine Dreadnought. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Set up a playing area approximately 90-120cm square. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in. Place an 'objective counter' in the very centre of the battlefield (a coin will do just fine). Then each player must set up another objective 45cms away from any other objective. There should be a total of three objectives once they have all been set up.

Deployment: If one player sets up the scenery then his opponent can choose which table edge to deploy on. If you set up the scenery together then dice to see who gets the choice of edge. The other player sets up on the opposite table edge. You must deploy all of your units within 15cms of your table edge.

Special Rules: All Space Marine units use the 'Know No Fear' special rule (see the special rules accompanying the core rules training scenarios).

Victory Conditions: You capture the objective if you have a unit within 15cms of it in the end phase and your opponent does not. To win the game you must capture two objectives and hold them both for one full game turn.

SPACE MARINE COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Power Weapon	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)
Smite	(15cms)	Small Arms	Macro-weapon, Extra Attack (+1)

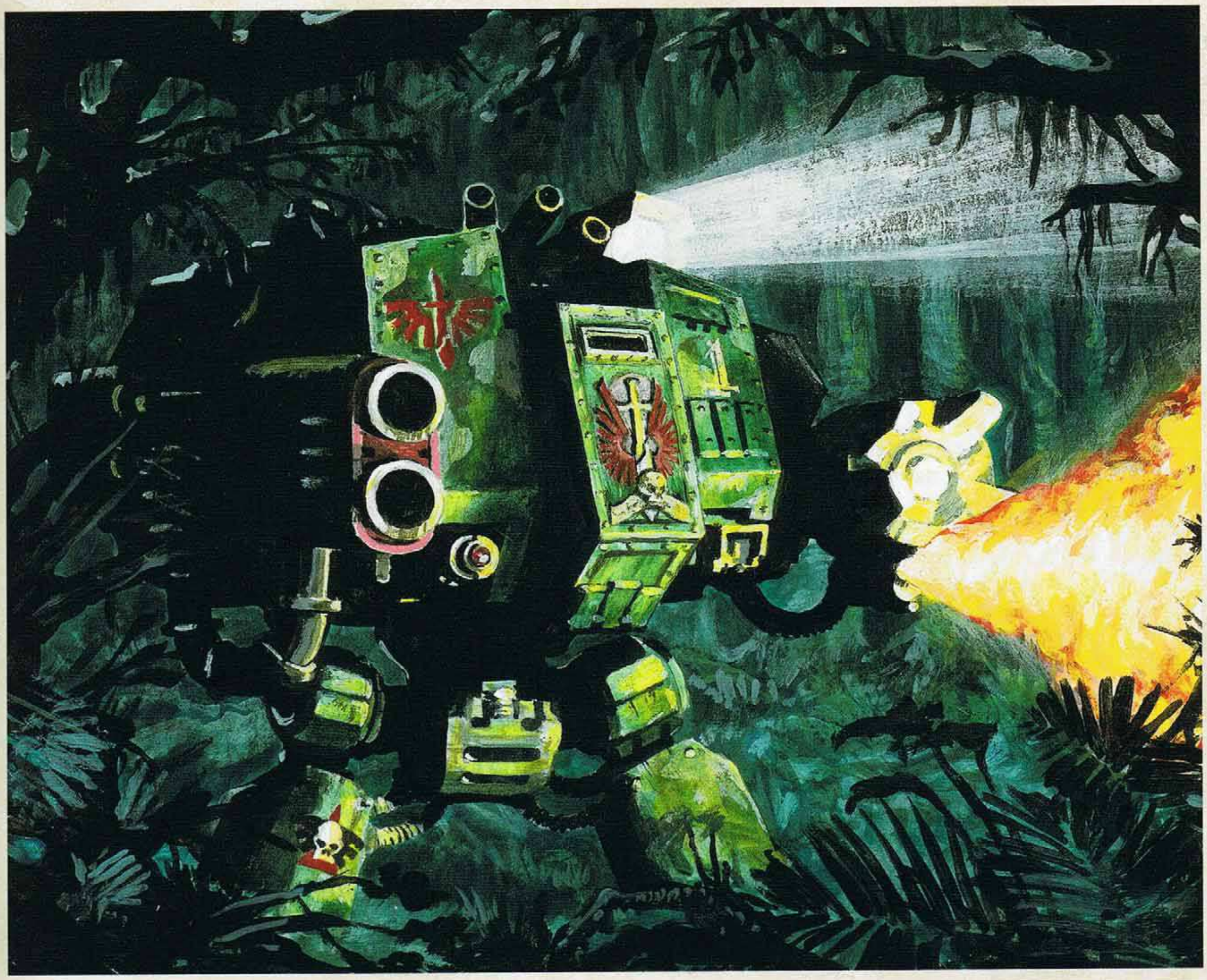
Notes: Space Marine Commanders can be one of four types: Captains, Librarians, Chaplains, or Supreme Commanders. All are *Characters* and have an *Invulnerable Save* and the *Leader* abilities. Captains also have the *Commander* special ability. Librarians have a *Smite* attack (listed in the weapon section above). Chaplains are *Inspiring*. Supreme Commanders have the *Supreme Commander* ability.

SPACE MARINE LAND RAIDER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+

Weapon	Range	Firepower	Notes
2 x Twin Lascannon	45cm	AT4+	-
Heavy bolter	30cm	AP4+	-

Notes: *Reinforced Armour. Thick Rear Armour, Transport (may carry one Terminator unit OR two of the following units: Space Marine Tactical, Devestator & Scout units)*



SPACE MARINE LAND SPEEDER

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+

Weapon	Range	Firepower	Notes
Multi-melta	15cm	MW5+ *and* Small Arms	— Macro-weapon

Notes: *Skimmer, Scout. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.*

SPACE MARINE DREADNOUGHT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+

Weapon	Range	Firepower	Notes
Missile Launcher	45cm	AP5+/AT6+	—
Twin Lascannon	45cm	AT4+	—
OR			
Power Fist	(base contact)	Assault weapon	Macro-weapon, Extra Attacks (+1)
Assault Cannon	30cm	AP5+/AT5+	—

Notes: *Walker.* Note that a Dreadnought may be armed with either a Missile Launcher and Twin Lascannon or a Power Fist and Assault Cannon, not all four weapons!

3.0 WAR ENGINES

"How much like a god he is, that ancient machine, primal of all his kind! His mighty fists, massive like two towers of destruction, laden with the doom of mankind's bitter foes. He watches over us now as battle joins, and in his shadow we shall advance upon our enemies and defeat them."

The battlefields of the 41st Millennium are home to some awesomely large vehicles, many of which tower high above the battlefield and carry weapons batteries of terrifying potency. Most famous of all of these are the Titans created by the Adeptus Mechanicus of the Imperium, but there are many others including the Gargants fielded by Ork armies and the living bio-Titans fielded by the Tyranids. All of these creations are referred to as *war engines* in the Epic rules.

War engines include all very large machines, such as Ork Gargants, Imperial Titans, Imperial Guard Baneblades and Space Marine Thunderhawk Gunships. Because of their huge size and awesome toughness, war engines are very different to other units, and because of this many of the core game rules are modified when it comes to war engines.

That said, the main difference between a war engine and a normal vehicle is that the war engine has a *damage capacity* (abbreviated DC) that shows how many 'kills' the war engine can absorb before it is destroyed. For example, a Warlord Titan has a DC of 8, and it therefore takes eight 'kills' to destroy it. For most rules purposes, a war engine counts as being 'worth' a number of units equal to its starting damage capacity, so a war engine's starting damage capacity is also used to work out how many dice it rolls in an assault, how easy it is to pin and so on. This and all of the other modifications to the core game rules are described in detail as follows.

3.1 WAR ENGINE MOVEMENT

War engines follow the same movement rules as any other unit. War engines that fail a dangerous terrain test suffer a hit (see the damage rules below).

3.1.1 War Engine Formations

War engines are so large they usually operate as single units. Although only one unit, the war engine is still a separate formation, and all of the rules that apply to formations apply to it also.

Some smaller war engines like Baneblades operate in formations of more than one unit. War engines count as being within formation coherency distance if they are within a distance equal to their starting damage capacity x 5cm of another unit from the formation. For example, a Bandeblade has a starting damage capacity of 3, and so will be in formation as long as it is within (3x5) = 15cm of another unit.

3.1.2 War Engine Zones Of Control

War engines have a zone of control like any other unit. In an assault they only lose their zone of control once they have been charged by a number of units equal to their starting damage capacity.

3.1.3 Transport War Engines

Some war engines are capable of transporting other units. These war engines are an exception to the rule that transport vehicles may only carry units from their own formation. Instead a war engine transport vehicle can carry units from another formation, as long as the entire

Imperial Warlord Titan

Space Marine Thunderhawk Gunship

Ork Gunfortress

formation can fit inside the war engine, and as long as the entire formation mounts up as part of the same move. Note that a war engine may carry other units from its own formation using the normal rules (see 1.7.5).

For a formation to mount up in this way the units that are getting on board must be able to move into base contact with the war engine during their action. The war engine is allowed to have taken an action before the other formation mounts up, but may not take an action after they have done so. While being transported the units may not shoot or carry out any other actions except to rally in the end phase (see 1.14.1)

Once the units being transported have mounted up, the war engine can move off with them inside as part of one of its own actions in a subsequent turn. It can dismount the transported units at the end of a move in the same way as a normal transport vehicle (ie, the units are placed within 5cms of the transport at the end of a move).

Formations that dismount in this way may not take an action in the turn they dismount, but are allowed to either shoot or fight in an assault if the war engine that was transporting it is able to shoot or assault. In both cases, the war engine and the transported units are treated as a single formation until the shooting attack or assault has been resolved. The war engine and the formation that disembarked are treated as being separate formations once the war engine has completely resolved its action.

For example, a war engine could take a double action and disembark any troops it was carrying at the end of its move. The war engine and the disembarked units could then shoot together at a target formation, but all shooting would suffer the -1 modifier for shooting while taking a double action. Alternatively a war engine could take an engage action and dismount any transported units at the end of its charge move. It and the disembarking units would be treated as a single formation for the purposes of resolving the assault, as if they were making a combined assault (see 2.1.2, paragraph 3).

3.2 WAR ENGINE SHOOTING

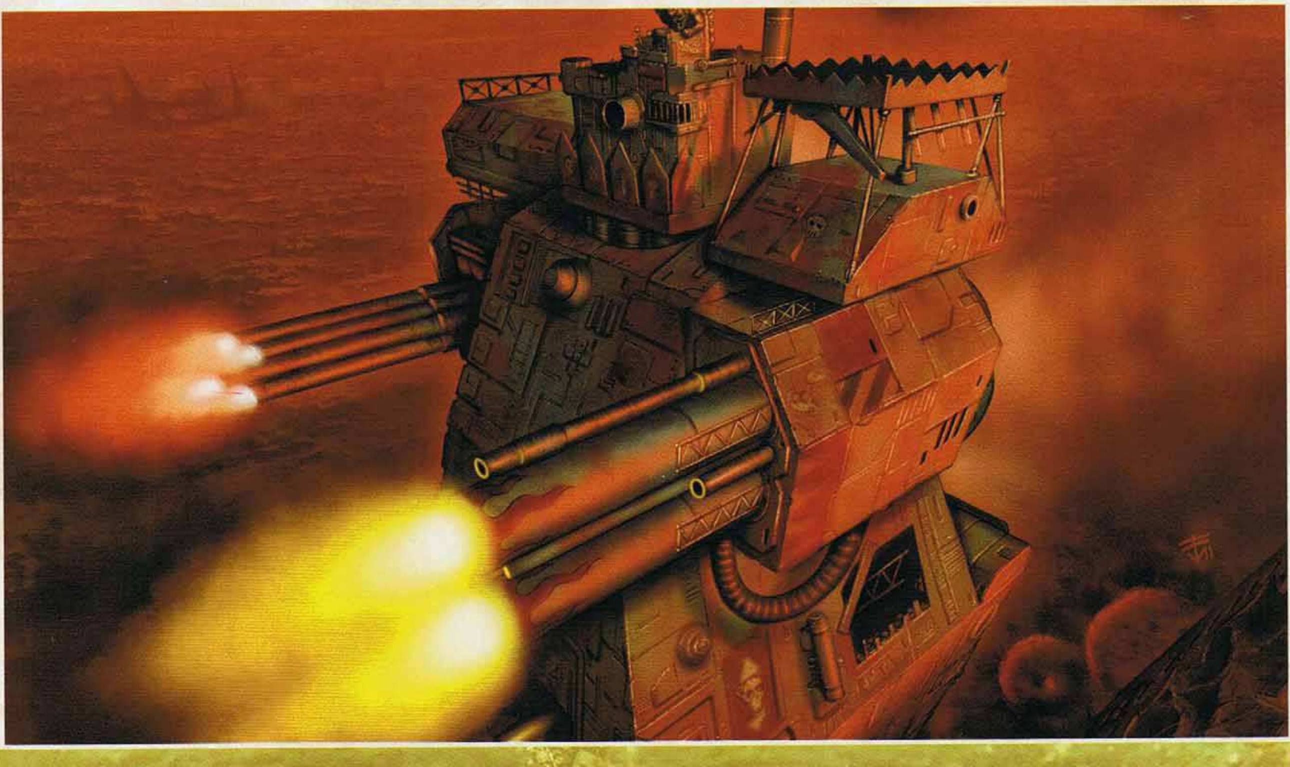
The following special rules apply when shooting either at or with war engines. In general, war engines are treated in the same manner as armoured vehicle targets (ie, any hit that would affect an armoured vehicle can affect a war engine). Any exceptions to this are noted below.

3.2.1 Allocating Hits To War Engines

Normally, you may only allocate one hit to a unit in a formation until all units in the formation have been allocated one hit each. This doesn't apply to war engines. Instead, the defender allocates a number of hits equal to the war engine's starting damage capacity before he allocates any hits to other units.

If a formation includes both war engines and non-war engine units then an attacker must state whether any attacks he makes on the formation will be directed at the war engines or the other units in the formation. Attacks directed at the war engines can only be allocated against war engines if they hit, while attacks directed at other units may not be allocated to the war engines in the formation.

Special rules apply to war engines that are attacked by weapons that use templates (see 1.9.8). Normally these weapons attack each unit that falls under the template once each. However, due to its huge size if a war engine lies directly under the centre of a template, then it is subjected to a number of attacks equal to half its starting damage capacity, rounding fractions up. For example, a Baneblade (DC3) caught under the centre of a template would be attacked twice. You may wish to make sure that your barrage templates have a small hole in the centre so that you can see if a war engine suffers the full effect of the bombardment or is only attacked once.



3.2.2 War Engine Damage Capacity

Unlike normal vehicles, war engines are able to absorb more than one hit before they are destroyed. The number of hits a war engine can take is shown by its damage capacity. Each hit that is not saved will reduce the war engine's damage capacity by 1 point, and the war engine is only destroyed once its damage capacity is reduced to 0. Place one Blast marker on the war engine's formation for each point of damage that it suffers.

3.2.3 Critical Hits

The weapons used in Epic are so destructive that they have the ability to destroy or damage even the largest target if they hit the right place. To represent this, any hit on a war engine (no matter how it was inflicted) has a chance of causing critical damage. Roll a D6 for each hit scored on a war engine. On a roll of 1-5 the target suffers normal damage and its damage capacity is reduced by 1 point. On a roll of a 6 the hit has caused critical damage; the war engine still loses one point of damage capacity, but in addition suffers a critical hit.

The effect of a critical hit is listed on the war engine's datasheet and will vary from one type of war engine to another. For example, Imperial Titans are vulnerable to hits on their dangerously unstable plasma reactors, while Ork Gargants are renowned for catching fire, and so on.

If a war engine suffers more than one critical hit then the effects of all of the hits are culmulative.

3.2.4 Blast Markers

Every time a war engine loses a point of damage then the formation it is part of receives one Blast marker. If a war engine is destroyed by the effect of a critical hit then the formation it belongs to receives a number of extra Blast markers equal to the damage capacity the war engine would have had remaining were it not destroyed. For example, if a previously undamaged Baneblade in a Super Heavy Tank Company were destroyed by a single critical hit then the company would receive three Blast markers.

It requires a number of Blast markers equal to a war engine's starting damage capacity to suppress or break a war engine. Add the starting damage capacity of any functioning war engines in a formation together in order to find out how many Blast markers are required to break the formation. If the formation includes units that are not war engines, then add the starting damage capacity of any functioning war engines in the formation to the number of other non-war engine units to find the formation's break point. For example, an Ork formation with a Battlefortress (DC3) and six Boyz would be broken by 3+6 = 9 Blast markers. War engines rally using the normal rules.

A broken war engine is assumed to have a number of Blast markers equal to its starting damage capacity for all rules purposes. If there are any enemy units within 15cms of the war engine after it makes a withdrawal then it suffers one extra point of damage (no save allowed) for each enemy unit that is within 15cms. Additional hits caused by losing an assault or receiving Blast markers while broken cause one point of damage each. Roll for critical hits from these extra hits as you would normally.

3.2.5 Titan Killer Weapons

Some units are armed with weapons that are noted as being Titan Killers (see 2.2.9). Many of these weapons are capable of taking down a war engine with a single shot. Enemy units hit by such weapons may not take a cover or armour save, even if they have reinforced armour. Note that cover to hit modifiers do apply.

In addition, Titan Killer weapons will usually have a dice roll noted in brackets on their data sheet. For example, the Volcano Cannon mounted on an Imperial Guard Shadowsword is noted as being a Titan Killer (D3) weapon. If such a weapon hits a war engine then the war engine suffers damage equal to the roll of the appropriate sort of dice. Each point of damage will reduce the war engine's damage capacity by 1 point. Roll for critical hits for each point of damage inflicted. Titan Killer weapons that do not have a dice roll in brackets only inflict one point of damage.

3.3 WAR ENGINE ASSAULTS

War engines can be devastating in an assault, which is reflected by the following special rules.

3.3.1 Charge Moves

When a war engine charges it is allowed to 'barge' any non-war engine units belonging to the target formation out of the way and carry on with its charge move. Move the war engine as far as desired, and then place any units that were barged out of the way as close as you can to their starting point, while still touching the base of the war engine that so rudely pushed them aside. The maximum number of units a war engine can barge aside in this manner is two per point of its starting damage capacity. Note that war engines may not barge other war engines out of the way.

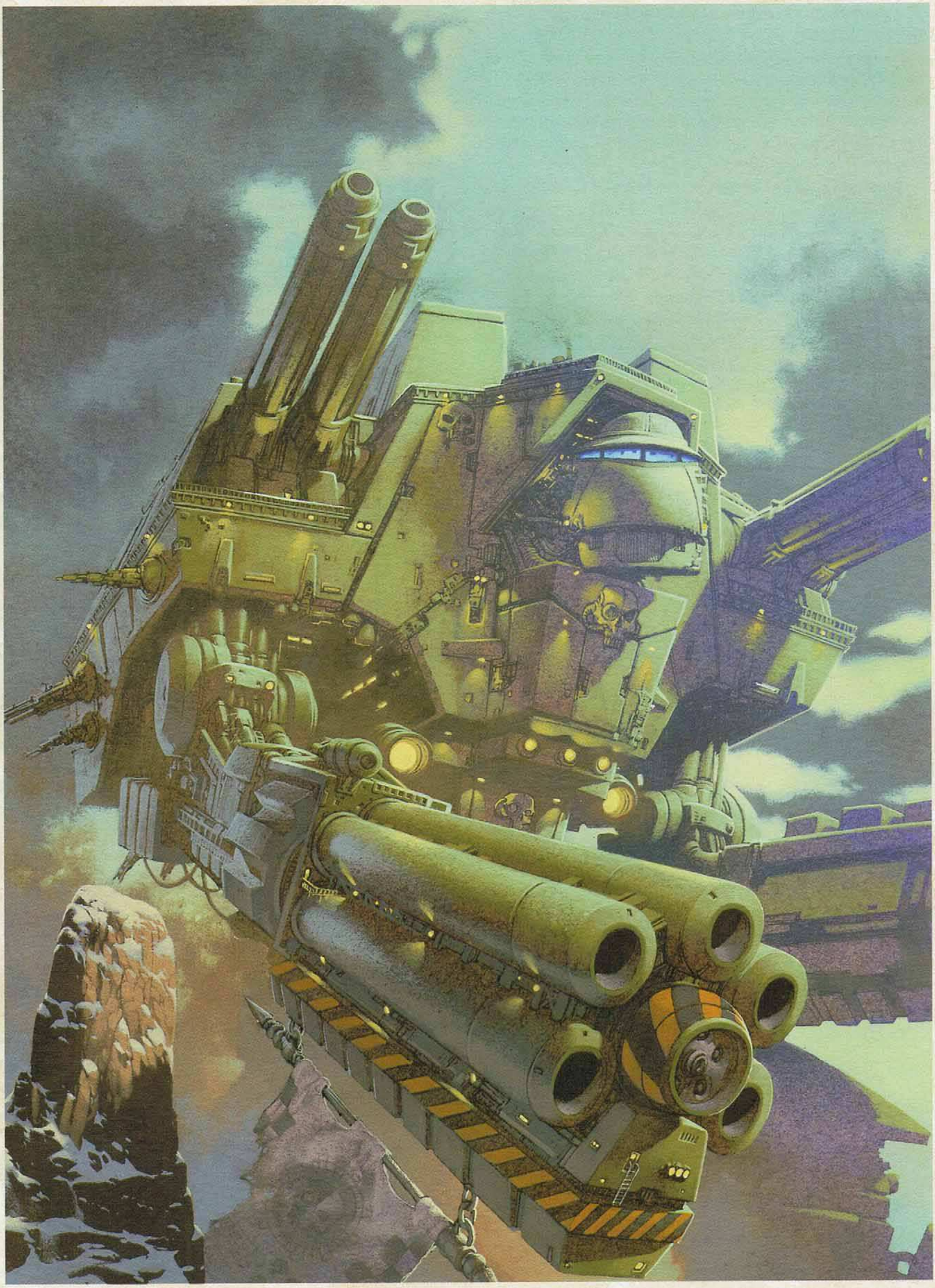
The rule that no more than two units may move into base contact with an enemy unit when they charge does not apply to war engines. Instead a war engine may be charged by up to two enemy units per point of its' starting damage capacity (ie, a Baneblade with a DC of 3 could be contacted by up to six enemy units).

3.3.2 Close Combat and Firefight Attacks

Instead of rolling a single hit dice for each war engine in an assault, roll a number of hit dice equal to the war engine's starting damage capacity. You may choose to split these between close combat rolls and firefight rolls as you see fit, but close combat rolls will only hit enemy units in base contact, while firefight rolls will only hit units within 15cm that are not in base contact.

3.3.3 Result Rolls

When working out the result of an assault that includes a war engine, count each point of damage inflicted on a war engine as a 'casualty'. Each surviving war engine counts as a number of units equal to its starting damage capacity when working out if one side outnumbers the other. If a war engine loses an assault, then it takes one extra point of damage for each point it lost the assault by. Roll for critical hits normally.



3.4 WAR ENGINE TRAINING SCENARIO

"We've got our Gargantz an' we've got our weapons. Wot ain't we got? We ain't got anyfing for target practice iz wot! So I'll tell you wot we're gonna do. We're gonna give da Humies a taste of 'ot metal death is wot. We's gonna take Big Gork and Big Mork 'ere an' we's gonna stomp Hummie!"

Warlord Dragnatz prepares the Boyz for the Waaargh!

The following training scenario will allow you to quickly and easily try out war engines for the first time. We highly recommend playing the scenario before including war engines in any normal games, as so many special rules apply to war engines that including them in a full sized game without any practice will slow things down to a crawl.

If you play Korps Grinda Returns twice, once as each side, then you will gain a good grasp of the war engine rules and will easily be able to incorporate them into the games that you play.

Gogard's Last Stand

Warlord Gogard led an ill-advised invasion of the Imperial planet of Belle Alpha about ten years before the Battle For Armageddon. Trapped by Blood Angels Space Marine reinforcements, and with most of his boyz dead or dying, Gogard boarded his trusty Gargant *Korps Grinda*. and set off for one last suicidal attack on the hated 'beakies'. Gogard's attack came as a complete surprise to the Blood Angels, who only managed to damage the Great Gargant before being forced to retreat from the awesome firepower of the war engine.

Gogard carried on until he reached the main Imperial defence line. Here the Imperial defenders were much better prepared and raked the Gargant with heavy weapons fire as it advanced. The Gargant krew struggled to contain the fires raging inside the war engine, and were able to do so just long enough to allow *Korps Grinda* to cause immense destruction to the defenders before a massive explosion in the hull destroyed the Gargant and Warlord Gogard once and for all.

Gogard's last futile battle and glorious demise is a tale often retold around Ork campfires, with the result that a number of Ork Gargants on Armageddon are named *Korps Grinda* or a variation on the name (hey, nobody said that Orks were original!)

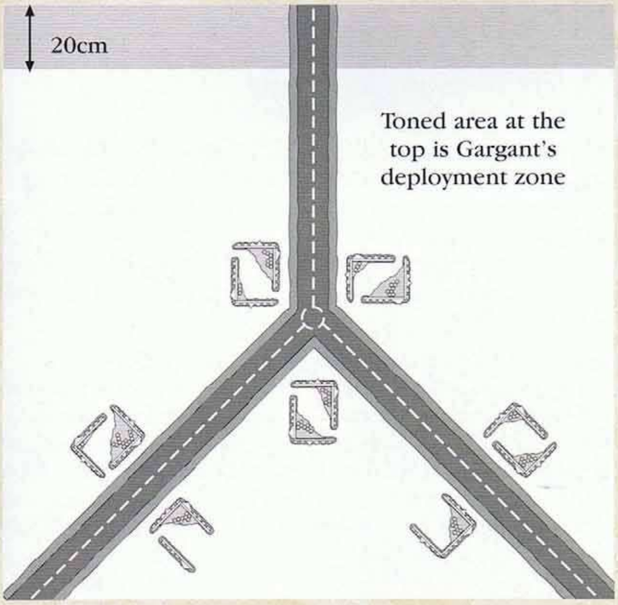
3.4.1 Korps Grinda Returns!

In a strange quirk of fate, one of the Gargants named *Korps Grinda II* found itself surrounded and cut off far behind Imperial lines, and was left with no option other than to try to inflict as much damage as possible before it was destroyed. The stage was set for a reprise of Gogard's Last Stand!

Ork Forces: One formation consisiting of *Korps Grinda II*, a Great Gargant (the datasheet is at the end of section 5.5.1) The force has a strategy rating of 3 and all formations have an initiative value of 3+. The Mob Rule and Power of the Waaagh special rules apply to *Korps Grinda*.

Space Marine Forces: One formation consisting of a Space Marine Commander, six Space Marine Tactical units and three Rhinos, plus one formation consisting of a Space Marine Commander and four Space Marine Devastator units, and one formation consisting of four Land Raiders. The force has a strategy rating of 5 and all formations have an initiative value of 1+. The They Shall Know No Fear special rule applies to all Space Marine formations (see 1.15.1)

Gaming Area: Set up the playing area approximately 90-120cm square, including the features shown on the accompanying map. Set up any further scenery you have in a mutually agreeable manner. The Space Marine player must set up two communication bunkers when he deploys. These are the objectives of the Ork attack. They may be set up anywhere on the table that is at least 15cm from a table edge.



Deployment: The Space Marine player sets up first. One formation is deployed on the table, either in or touching the ruined buildings by the 'Y' junction. The remaining two Space Marine formations enter play anywhere along the Space Marine table edge (including the roads) on the first turn of the battle. The Space Marine player must deploy one unit from each of these formations on the table edge to show where they will enter play. Their move on the first turn must be measured from this point. Once the Space Marines have deployed, the Ork Great Gargant may be set up as shown on the deployment map.

Victory Conditions: The game carries on until *Korps Grinda II* is destroyed or both objectives have been demolished. If the Space Marines destroy *Korps Grinda II* without losing either bunker then they win the game. If one bunker is destroyed then the game is a draw, and if the Orks destroy both bunkers then they win.

SPECIAL RULE
Mob Rule

Orks believe that as long as there's a bunch of them still fighting together (slightly more than they can count up to is ideal!) then there's always a chance that they'll prevail, no matter the odds. To represent this, Ork formations with more than five units (ie, too many to count on the fingers of one hand), not including Gretchin or Big Gunz units, receive a +1 modifier to any rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule war engine's count each point of starting damage capacity as a unit.

SPECIAL RULE
Power of the Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanise an Ork warband, it's the thought of a good punch-up! Because of this, Ork formations that are attempting to take engage or double actions receive a +2 modifier to their action test roll. Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions (see 4.0).

COMMUNICATION BUNKER

Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	4+	n/a	n/a

Weapon	Range	Firepower	Notes
None	n/a	n/a	n/a

Notes: *Damage Capacity 3. No units may enter the bunker as it is filled with comm's gear.*

4.0 AEROSPACE OPERATIONS

"Krukfang pushed the control stick forward and steered Deffblasta down into a straffing run. The words of Gobstikk came back to him from when the Mekaniak had been teaching the young Krukfang how to fly. Long, uncontrolled bursts the clever Mek had taught him…"

"Fighta-Bommer" by Gav Thorpe, from Imperial Armour II

Most Epic armies are supported by aerial units that either operate in the atmosphere or from orbit in space. These units range from small fixed-wing aircraft with a single crewman, to gigantic spacecraft manned by thousands or even tens of thousands of crew. Aerospace units are very different to any other unit in Epic. They are very fast compared to the ground units described so far, being perfectly capable of flying onto and off the largest gaming table in a single turn. This sheer speed means that only specialised ground units or other aerospace units are capable of engaging them. In addition, aerospace units often carry an arsenal of highly destructive weapons which when combined with their high speed allows them to unleash devastating attacks at almost any point on the battlefield. Last, but not least, some aerospace units are capable of transporting ground units, hurtling onto the battlefield and delivering their cargo wherever they may be needed.

The rules for aerospace operations are one of the most complicated sections of the Epic rulebook. Because of this we recommend playing a few games without aerospace units before you try them out, and that you limit each side to very small numbers of aerospace units for the first few games that you do play with the rules. Diving in the deep end and using aircraft, drop pods and spacecraft in your first game is not recommended!

4.1 AEROSPACE UNITS

In Epic there are two types of aerospace unit:

Aircraft: The unit type includes all 'fixed wing' aircraft that can operate in a planet's atmosphere. Most aircraft are powered by powerful jet engines and are capable of carrying heavy payloads and of flying at thousands of kilometres an hour. Aircraft can range in size from small single-seat fighters to huge transport landers that can carry entire formations of troops. Aircraft belong to one of three manoeuvre classes that determine how easily they can turn when they move, as described below. The three classes are: *Fighters, Bombers,* and *Fighter-Bombers*. An aircraft's manoeuvre class is noted instead of its speed on its data sheet.

Spacecraft: This category includes all of the interstellar spacecraft used by armies to move from one star system to another. These craft can vary in size from small escorts to huge battleships armed with enough firepower to level a hive city! In Epic they are assumed to be operating from low orbit where they can land drop pods and provide long-range support for ground troops.

4.1.1 Aerospace Formations

Aerospace units are organised into formations just like any other unit. However, although aerospace formations do receive Blast markers, they cannot be broken or suppressed. In addition, they can't be assaulted, lend support to an assault or be used by another formation to claim a crossfire, etc, while in the air. Once landed, an aerospace unit may be assaulted and be used in a crossfire, and is affected by Blast markers normally.

4.2 AIRCRAFT

Aircraft formations are not set-up with other units. They are kept off table (where it can be imagined they are in orbit or stationed at a nearby airbase) but can be set up on the board when they take an action. Aircraft that are capable of transporting other units may be set up with the these units already on board. The aircraft (plus any units they are transporting) may only enter play using the following rules.

Aircraft formations can only take the following actions: Interception, Ground Attack, Combat Air Patrol or Stand Down. Aircraft formations that fail an action test must take a stand down action rather than a hold action.

Interception: Only fighters and fighter-bombers can choose this action. Take an action test for the formation and if it passes set up the formation touching your table edge. The formation may then make an approach move and then attack enemy aircraft units. In the end phase, the formation must make a disengagement move and exit the table.

Ground Attack: Take an action test for the formation and if it passes set up the formation touching your table edge. The formation may then make an approach move and then attack enemy ground units. In the end phase, the formation must make a disengagement move and exit the table.

Combat Air Patrol (CAP): Only fighters and fighter-bombers can choose this action. Take an action test for the formation and if it passes set up the formation touching your own side's table edge to show where it will enter play.

A formation on combat air patrol may choose to carry out an interception action in reaction to an enemy ground attack. No initiative test is required to carry out the interception. It takes place after the enemy ground attack formation has made its approach move, but before flak is fired at the ground attackers or they make their own attack.

No more than one formation that is on CAP may intercept a formation that makes a ground attack mission. In effect CAP allows you to interrupt an enemy ground attack action and 'bounce' the enemy aircraft before they make their attack. The interception follows the normal rules, effectively being an 'action within an action'. After the interception has been carried out play returns to the ground attack action.

Stand Down: The formation may do nothing this turn. An aircraft formation that fails its action test *must* choose to take a stand down action.

4.2.1 Aircraft Approach Moves

Aircraft carrying out an interception or ground attack action are set up touching their own side's table edge (choose an edge randomly if your side doesn't have a table edge in the scenario being played). After the formation is set up it carries out an approach move.

Aircraft making an approach move may travel an unlimited distance over the tabletop when they move. Aircraft are assumed to be travelling high enough above the ground to fly over terrain, zones of control, and other units (in other words they ignore all three things!) By the same token, other units may ignore aircraft and aircraft zones of control when they move. Note that aircraft may not assault other units.

Aircraft must generally travel straight ahead in the direction they are facing, and can only change direction by *turning*. Aircraft belong to one of three manoeuvre classes that determine how easily they can turn when they move, as described below. The three classes are: Fighters, Bombers, and Fighter-Bombers. An aircraft's manoeuvre class is noted instead of its speed on its data sheet.

Fighters: Fighters may make one turn of up to 90° after moving at least 30cm. Once the fighter has made a turn it must move another 30cm before it can turn again.

Imperial Thunderbolt Fighter

Bombers: Bombers may make one turn of up to 45° after moving at least 30cm. Once the bomber has made a turn it must move another 30cm before it can turn again.

Imperial Marauder Bomber

Fighter-Bombers: Fighter-bombers manoeuvre as bombers when making an approach move if they are carrying out a ground attack action (because they are laden down with bombs or rockets), and behave like fighters under any other circumstances.

Ork Fighta-Bomma

4.2.2 Aircraft Attacks

After aircraft have made their approach move they are allowed to attack. Aircraft carrying out a ground attack action may attack an enemy ground formation. Aircraft carrying out an interception mission may attack an enemy aircraft formation. Aircraft are assumed to be flying high enough in the air to ignore any terrain that might block the line of sight when they shoot at any targets, and the crossfire rule does not apply to aircraft attacks. This aside, resolve the attack using the normal shooting rules.

After the aircraft formation has made an attack, its action is over. It remains in play until the end phase, at which time it must make a disengagement move and exit the table (see 4.2.6).

4.2.3 Anti-aircraft Attacks

Some weapons have an anti-aircraft value (AA) that can be used to attack aircraft, and only aircraft. Aircraft can shoot at other aircraft either when making a flak attack (see 4.2.4) or when attacking as part of an interception action. Ground units may *only* shoot at aircraft when making a flak attack, and may *not* choose to shoot at aircraft formations as part of one of their actions (this rule stops ground units 'rushing over' to attack aircraft before they can disengage).

Roll to hit using the weapon's AA value. If a hit is scored then the aircraft must make a saving roll to see if it is destroyed. The crossfire rule does not apply to aircraft.

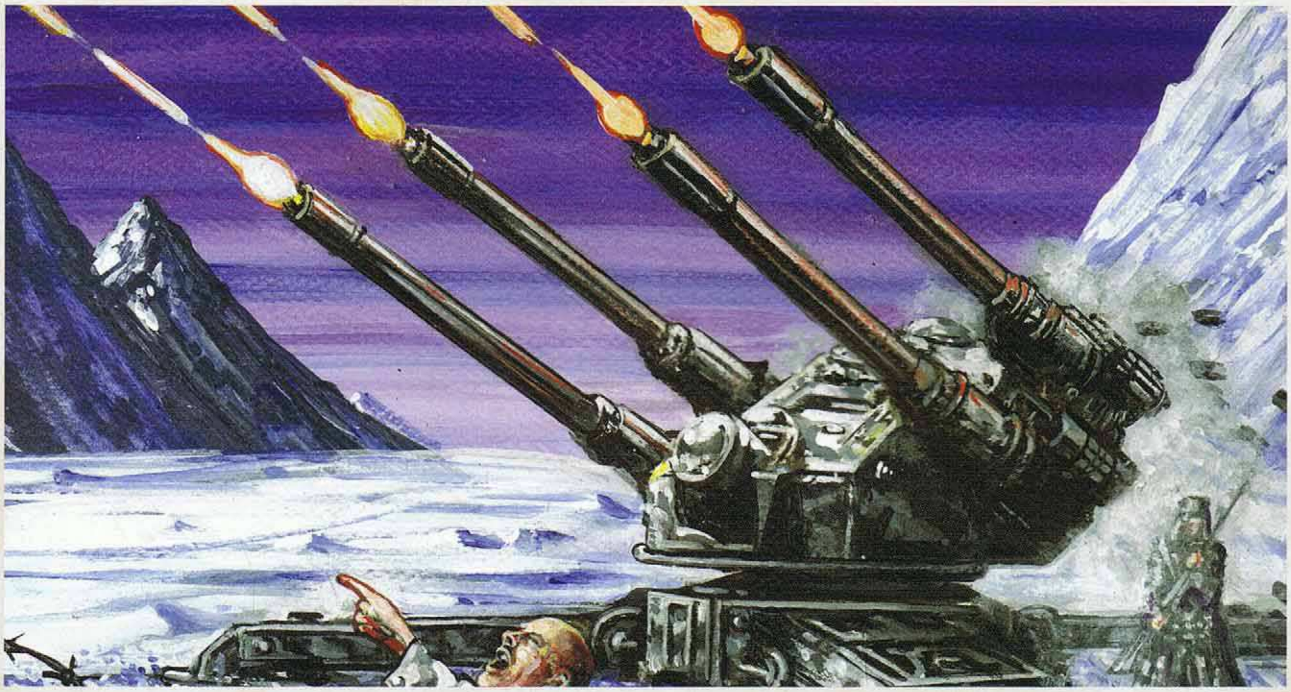
Fighters and fighter-bombers can choose to 'jink' when they have to make a saving throw. Jinking represents the pilot desperately swerving his plane to one side in order to try and dodge the enemy attack. All of the aircraft in a formation must jink, or none at all. Aircraft that jink receive a 4+ saving throw instead of their normal armour save but lose their attack if they have not already taken it (they are concentrating on dodging enemy bullets). Place a suitable marker on the aircraft as a reminder it can't shoot.

4.2.4 Flak Attacks

AA weapons are designed to fire defensively against an attacking enemy aircraft, and may therefore shoot immediately after an enemy aircraft formation makes an approach move but before it makes its attack. This is called a *flak attack*. Note that aircraft carrying out a ground attack mission that are armed with AA weapons may shoot at enemy interceptors that fall within the AA weapon's fire arc. Making a flak attack does not remove overwatch status from a ground formation.

Flak attacks may not be carried out by units belonging to a formation that is marching or broken. This aside, flak attacks are a 'free' or bonus attack, and making a flak attack does not stop the unit attacking again later in the same turn. What's more, a flak weapon can make any number of flak attacks per turn against different aircraft formations, as long as it does not attack the same aircraft formation more than once in a turn.

No line of fire is required when firing at aircraft, as it is assumed that they are high enough above any terrain features to be seen by all units. Make flak attacks one unit at a time, in any order you like.



Ground units that are armed with AA weapons can shoot at enemy aircraft as they move past them. To represent this, they may shoot at an aircraft formation that moved within their weapon range during their approach or disengagement move, even if the aircraft is no longer within weapon range when the attack is made. Attacks made against disengaging aircraft are resolved when the aircraft reaches the edge of the table, before it is removed to 'fly back to base'. Units that shot at an aircraft formation as it approached may not shoot at them again as they disengage.

4.2.5 Transporting Ground Units

Aircraft with a transport capacity are known as transport aircraft and are allowed to pick up and drop off ground units. Troops being transported are kept off-board embarked on the transport aircraft until it is deployed. Any units that are picked up and transported off the table may later return to play in the same transport aircraft.

An aircraft must carry out a ground attack action in order to transport units. Transport aircraft are treated in the same manner as war engine transport vehicles, and are only allowed to transport units from another formation as long as the whole formation can fit inside the transport aircraft (see 3.1.3). If a transport aircraft is destroyed while carrying ground units, then any transported troops are lost with it (no saves in this case!)

Transport aircraft can pick up and drop off their cargo in two ways: by landing or making an air assault.

Landing: Aircraft with a transport capability can land after making their approach move and having being fired upon by any enemy flak. If the aircraft lands in dangerous terrain it must take a dangerous terrain test. After the aircraft has landed, any units being transported may disembark and are placed within 5cms of the transport aircraft (skimmers and units with jump packs can be placed within 15cms, to represent them dropping from the aircraft as it comes in to land). Alternatively, the aircraft may pick up any friendly units within 5cms, assuming they will fit on board of course. After embarking or disembarking any units, the aircraft may carry out its ground attack. Note that the limitations that apply to units disembarking from a war engine transport vehicle also apply to units disembarking from an aircraft (ie, they can't take an action on the turn they disembark but can shoot with the aircraft – see 3.1.3)

Once landed, the aircraft is treated in all ways as a ground unit with a speed of 0 (ie, it may not move) It may not carry out an action on the turn it lands. If it is involved in an assault and loses then it is automatically destroyed. Once landed, the aircraft may make a disengagement move and exit the table in the end phase of any turn, including the one it landed in.

Air Assault: Transport aircraft may choose to land as described above, and then it and any units that disembark are allowed to fight an assault instead of shooting. If this option is chosen then the aircraft and any units that disembark may enter enemy zones of control as if they were charging. The aircraft and any units that disembark are treated as a single formation for the duration of the assault, in the same manner as units disembarking from a war engine taking an engage action (see 3.1.3). If the aircraft loses the assault it is destroyed, but any units that have disembarked may withdraw normally.

4.2.6 Disengagement Moves

In the end phase, all aircraft that that have not landed must exit the table. Aircraft that have landed may choose to exit the table. Aircraft may exit along ANY table edge. Simply move the aircraft as you did when it made its approach move, until it reaches a table edge. This is called the *disengagement move*, and it takes place at the start of the end phase before any ground formations rally.

4.2.7 Blast Markers

Aircraft collect Blast markers in a similar manner to other units, but are effected by them rather differently. The following fairly simple rules reflect the time it takes to rearm and refuel aircraft after a mission. Aircraft in a formation that has come under heavy attack and therefore have a lot of Blast markers will take longer to get ready, and so there is an increased chance that they may not get to carry out a mission.

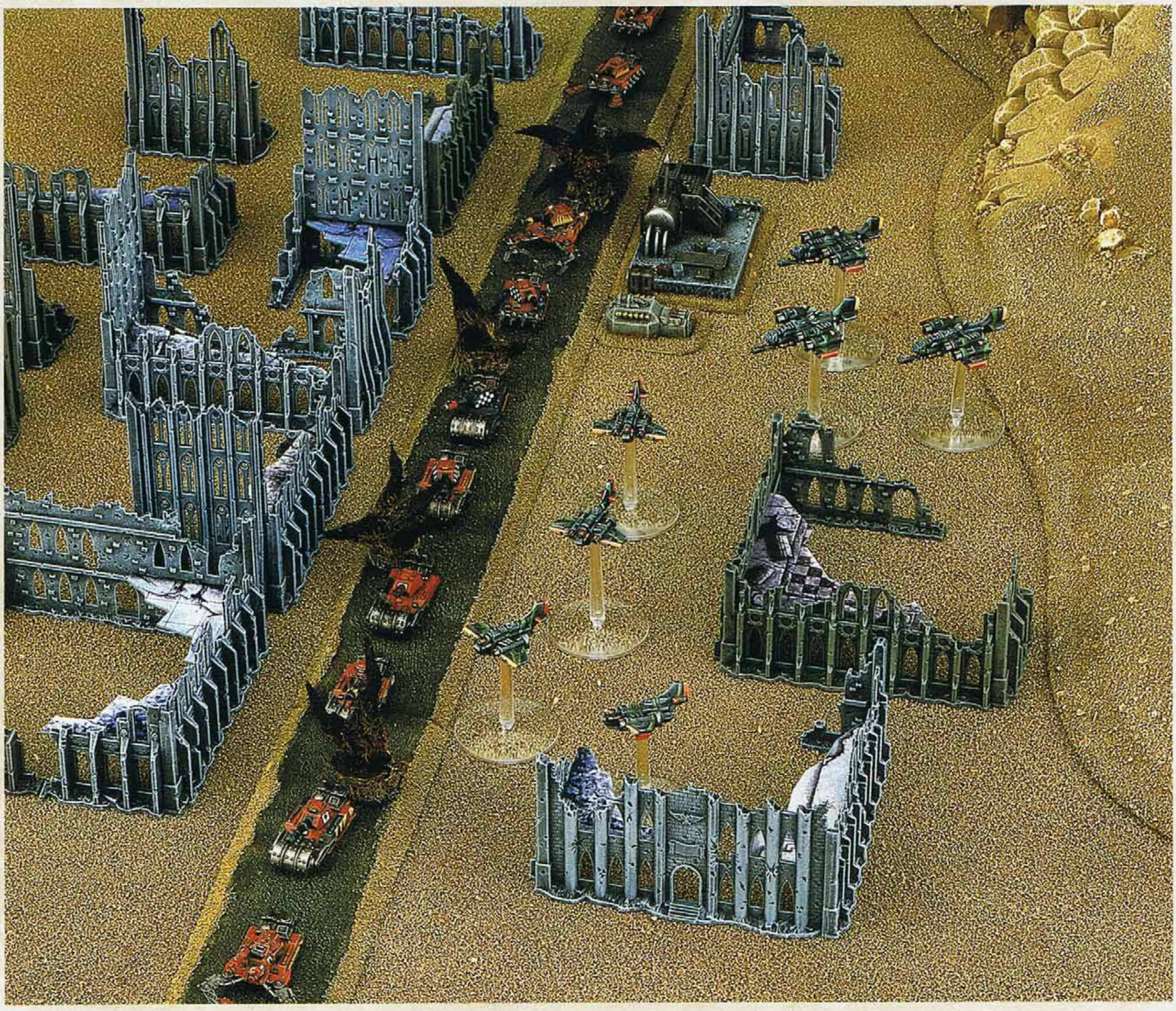
Aircraft formations collect Blast markers under the following circumstances:

- Any aircraft formation that suffers any flak attacks receives one Blast marker for 'coming under fire'. The formation can only receive one Blast marker during the approach move and another Blast marker during the disengagement move, no matter how many different units from however many different formations attack it.
- The aircraft receives one Blast marker for each aircraft unit that is shot down or point of damage that is suffered if it is a war engine.
- The aircraft receives an extra Blast marker if it exits from any table edge other than its own table edge, to represent the possibility of it being attacked while flying back over enemy territory.

Aircraft are not suppressed or broken by Blast markers, but are not allowed to rally in the end phase either. Instead, the next time that you want to take an action with the formation, take the action test as before, but apply a -1 modifier for each Blast marker on the formation (this modifier replaces the modifier for having one or more Blast markers).

All of the Blast markers are removed from the formation immediately after it takes the action test, whether it passes the test or not. If it passes the test, it may carry out an action, and if it fails it may not.

Aircraft that land are affected by any Blast makers they have picked up normally, and are allowed to rally in the end phase. Any additional Blast markers they pick up will be 'carried off' with them if they later take off again.



4.3 SPACECRAFT

Most armies have access to spacecraft that can be used to land ballistic entry vehicles and unleash potentially devastating orbital attacks. Each type of spacecraft an army can use has its own datasheet with details of the drop pods and weapons carried by the spacecraft.

The spacecraft of the 41st Millennium are huge. Even a small Imperial Lunar class Cruiser would be over 5 metres long if we made an Epic scale model of it. Because of this neither side is allowed to include more than one spacecraft in their army.

Spacecraft can carry out orbital bombardments, pin-point attacks and land units with the planetfall ability when they take an action. They may carry out all three of these things as part of the same action if they have the ability – their huge crew allows them to carry out a multitude of tasks.

4.3.1 Planning Spacecraft Operations

In order to carry out spacecraft operations you will need a Battlefleet Gothic model representing the orbiting spacecraft.

Spacecraft operations must be planned well in advance, and because of this any spacecraft models must be set up right at the start of the battle before any ground units are deployed. If both players have spacecraft, they should take turns in setting them up, starting with the player with the higher strategy rating.

Spacecraft are set up touching their own side's table edge (choose an edge randomly if your side doesn't have a table edge in the scenario being played), facing in any direction. As each spacecraft is set up, the player must declare out loud on which turn the ship will arrive. Note that the turn the spacecraft will arrive is not a secret – they are far too large to sneak up on the enemy! You may choose any turn, from the first turn onwards. However, you may not choose a turn that has already been taken by another spacecraft, and no more than one spacecraft can travel over the battlefield on the same turn.

In addition to saying when the spacecraft will arrive, you must secretly record the drop zone for units entering play using the planetfall ability, (see 4.4) and also where any orbital bombardments will fall. Each player needs to do this in turn while the other player is not looking.

Simply write down on a piece of paper the coordinates of thedrop zone and/or bombardment in relation to the position of the space craft model. The coordinates you plot will determine the centre point of the drop zone and any orbital bombardment your spacecraft fires. For example you might write "my drop zone will be 60cm up, 30cm right, and my orbital bombardment will come down 45cm up and 30cm left". This would mean that the drop zone would be located 60cm up and 30cm to the right of the spacecraft model, while the orbital bombardment would hit a point 45cm and 30cm to the left of the model.

4.3.2 Carrying Out The Operation

Spacecraft operations take place in the action phase of the turn. Simply take an action test for the spacecraft as you would for any other formation. If the test is passed, the spacecraft may make orbital bombardments, pin-point attacks, and carry out a planetfall as described in the sections that follow (see 4.3.3, 4.3.4 & 4.4).

After any attacks or landings have taken place, the spacecraft model is removed. If the test is failed then the spacecraft has been delayed and fails to arrive this turn; you may roll for it again next turn as long as no other spacecraft are scheduled to arrive that turn. If the next turn has been taken, then the delayed spacecraft will arrive in the first available free turn.

4.3.3 Orbital Bombardments

If a spacecraft can carry out an orbital bombardment this will be noted on its datasheet.

Orbital bombardments cover an area considerably larger than an artillery bombardment, and so require a barrage template that is 12cm across. By a remarkable stroke of good fortune this happens to be the same size as the Ordnance template used in Warhammer 40,000, and if you happen to have any of these we recommend you use them (I know, it's almost like we planned it, isn't it) If not then make your own templates from card or acetate.

Take one of the templates and place it with its centre at the coordinates you recorded at the start of the battle. Not that you don't need to pass a second initiative test in order to carry out the bombardment – the one you passed earlier on allows the bombardment to take place.

Once the position of the orbital bombardment is known, attack any units under the templates just as you would for an artillery barrage (see 1.9.8). Orbital bombardments never benefit from the crossfire rule.

4.3.4 Pin-Point Attacks

Pin-point attacks may be made on enemy war engines (war engines are the only things big enough for a spacecraft to pick out on the battlefield). Pick a target anywhere on the table and then attack it with any pin-point attacks the spacecraft may have. You may target different war engines with each pin-point attack if you wish, or concentrate all of the attacks on a single target. Note that you do not need to record the co-ordinates of pin-point attacks.

4.4 PLANETFALL

Some armies are allowed to land ground units from orbiting spacecraft in specially modified vehicles. These vehicles are mainly used to carry troops from orbiting spacecraft to the planet below. Most are more like manned missiles than aircraft, and are designed to be fired at extremely high speeds into the planet's atmosphere. At the last moment, powerful jets slow the descent of the vehicle allowing it and its cargo to land safely on the planet's surface. The high speeds that the vehicles travel at makes it almost impossible for weapons to engage them before they have landed. This is known as making a *planetfall*.

Any unit capable of making a planetfall will have this noted on its datasheet. The datasheets for a spacecraft will note the type and number of units it may carry that can make planetfall. It is assumed that a spacecraft can also carry any cargo that will be transported in the unit with the planetfall ability. Units entering play by planetfall and their cargo (if any) should be kept off the table until they have landed.

You can make a planetfall on the turn the spacecraft transporting the units enters play. Carry out the planetfall after carrying out any bombardments and/or pin-point attacks. Take one of the units with the planetfall ability and place it anywhere on the table that is within 15cms of the drop zone co-ordinates recorded at the start of the game (see 4.3.1). The unit then scatters 2D6cms in a random direction (we recommend using a Games Workshop scatter dice to determine the direction, but any mutually agreeable method will do). Any units being transported are allowed to disembark immediately on landing, or stay on board and disembark later. Landing or disembarking counts as movement for the purposes of triggering enemy overwatch fire.

Carry on doing this until all of the units with the planetfall ability that are on the spacecraft have landed. Units that end up out of formation due to scattering as they land must move back into a legal formation when they next take an action (see 1.2.1 and 1.6.1).

Units entering play by planetfall are destroyed if they land off the table. If the unit lands on terrain that is impassable or dangerous for it, or on top of any sort of unit (friend or foe), or in an enemy zone of control, then it is assumed that on-board automatic guidance systems will divert it towards a safe landing point and the unit is moved by the opposing player to the nearest area of clear ground where it can land.

Units that land by planetfall may take an action later in the turn. In effect the units land from the spacecraft when the spacecraft takes its action, and can take an action of their own later in the same turn. Remember that any formations that have landed by planetfall and scattered out of formation must move back into a legal formation when they take an action. Aircraft that land by planetfall are treated in the same manner as a landed aircraft (see 4.2.5), and they may take off again later in the game.

4.5 AEROSPACE TRAINING SCENARIOS

"Today had been a good day for Krukfang; plenty of firing, plenty of speed."

The rules for aerospace operations, like the war engine rules that preceded them, are fairly long and complex, and for this reason it is best to learn how to use them by playing the following training scenarios before you use them in full-sized games. The training scenarios concentrate on the aircraft rules exclusively, as these are both the most complex and the most commonly used.

Note: The datasheets for these two scenarios are on the next page.

4.5.1 Death From The Skies!

In the sulphur-yellow skies above Armageddon, Ork fighta-bommers battle with Imperial Navy Thunderbolts and Marauders in a deadly dance of death. Typical of these engagements was the Ork aerial attack on Imperial Command Bunker Complex 17c, home to the Headquarters of the Imperial Guard 2nd Asgardian Rangers regiment. More than half a dozen Ork fighta-bommers from Harthag's Deffblasta's Flyboyz Sqwadron attacked the complex, and were intercepted by elements of the Imperial Navy's 222nd Interceptor Strike Wing. The air combat that unfolded is considered by many to be one of the classic aerial engagements of the Armageddon wars.

Ork Forces: Two formations each consisting of four Ork Fighta-Bommers. The force has a strategy rating of 3 and all formations have an initiative value of 3+.

Imperial Forces: One formation consisting of three Imperial Navy Thunderbolt Fighters, plus two formations each consisting of one Command Bunker and one Hydra AA vehicle, and one formation consisting of three Basilisk artillery vehicles and one Hydra. The force has a strategy rating of 2 and all formations have an initiative value of 2+.

Gaming Area: Set up a playing area approximately 90-120cm square. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in.

Deployment: The Imperial player sets up first, and must set up all of the ground formations in his force anywhere he likes on the table. Both sides' aircraft are off the table at the start of the battle.

Special Rules: See section 3.4 for *Power of the Waaagh!*

Victory Conditions: The Ork player has three turns in which to destroy both Command Bunkers and all three Basilisks. If he succeeds he wins, if not the Imperial player wins.

4.5.2 Thunderhawk Down

Acheron Hive fell without warning on the fifth day of the invasion of Armageddon, the victim of treachery by none other than ex-Imperial Governor Herman von Strab. Intelligence reports indicated that von Strab was located in a captured command bunker just outside the hive city. A small force of Terminators from the Salamanders Chapter were despatched in a Thunderhawk Gunship in a bid to capture the traitor. The Terminators landed just outside the bunkers and quickly overran the complex, but found that von Strab had already left. Things started to go wrong when Ork Fighta-Bommers ambushed the Thunderhawk sent to evacuate the Terminators. Only the Thunderhawk's legendarily sturdy construction and the timely assistance of some Imperial Navy Thunderbolt fighters allowed it to survive and pick up the Terminators. When the Thunderhawk returned to base only one engine was still functioning, all of its crew had either been wounded or killed, and bullet holes caused by over 250 big shoota shell hits were counted on its hull. All of the Terminators sent on the mission were evacuated safely.

Imperial Forces: One Thunderhawk Gunship, plus one formation consisting of four Space Marine Terminator units, and one formation consisting of three Imperial Navy Thunderbolt fighters. The force has a strategy rating of 5. All Space Marine formations have an initiative value of 1+, and the Thunderbolts have an initiative value of 2+.

Ork Forces: Two formations each consisting of three Ork Fighta-Bommers, and two formations each consisting of one Command Bunker and one (traitor) Imperial Guard Hydra AA vehicle. The force has a strategy rating of 2. Traitor Guard formations have an initiative value of 2+, and the Ork Fighta-Bommerz have an initiative value of 3+.

Gaming Area: Same as 4.5.1.

Deployment: The Ork player sets up first, and must set up all of the ground formations in his force anywhere he likes on the table. All remaining formations are off the table at the start of the battle. The Space Marine player may teleport the Terminators into battle if he wishes to (see 2.1.17).

Special Rules : See section 3.4 for *Power of the Waaagh!* and section 1.15 for *"They Shall Know No Fear"*.

Victory Conditions: The Imperial player wins if he destroys both bunkers with close combat attacks, and then manages to exit at least one Terminator unit off the table in a Thunderhawk Gunship. The Imperial player gets a draw if he destroys both bunkers. Any other result is a win for the Ork player.

COMMAND BUNKER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	Immobile	4+	6+	6+

Weapon	Range	Firepower	Notes
Bolters	(15cms)	n/a	Small Arms

Notes: *No units may enter the bunker – it is off limits!.*

SPACE MARINE THUNDERHAWK GUNSHIP

Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	4+	6+	4+

Weapon	Range	Firepower	Notes
Battle Cannon	75cm	AP4+/AT4+	Fixed Forward Arc
2 x Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc
1 x Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc
1 x Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc

Damage Capacity 2. Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.

Notes: *Planetfall, Reinforced Armour, Transport (may carry eight of the following units: Space Marine Tactical, Assault, Devastator , Scout, Bike, Terminator or Dreadnought units. Terminators and Dreadnoughts take up two spaces each.)*

IMPERIAL GUARD HYDRA (Metalicus Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	5+

Weapon	Range	Firepower	Notes
2 x Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	—
Heavy Bolter	30cm	AP5+	—

IMPERIAL GUARD BASILISK (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	5+	6+	5+

Weapon	Range	Firepower	Notes
Earthshaker	120cm	AP4+/AT4+ or 1BP	Indirect Fire
Heavy Bolter	30cm	AP5+	—

Notes: May either shoot normally or fire a barrage. May only use indirect fire ability when firing barrages.

IMPERIAL NAVY THUNDERBOLT FIGHTER (Bakka Pattern)

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter-bomber	6+	n/a	n/a

Weapon	Range	Firepower	Notes
StormBolters	15cm	AP4+/AA5+	Fixed Forward Arc
Multilaser	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc
Underwing Rockets	30cm	AT4+	Fixed Forward Arc

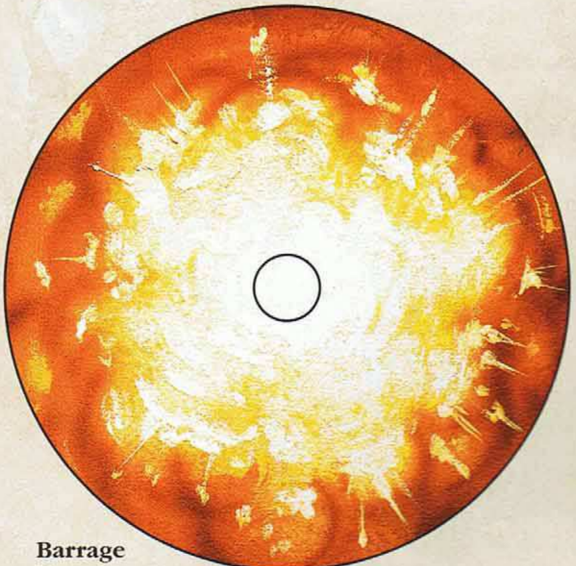
ORK FIGHTA BOMMERS

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter Bomber	6+	n/a	n/a

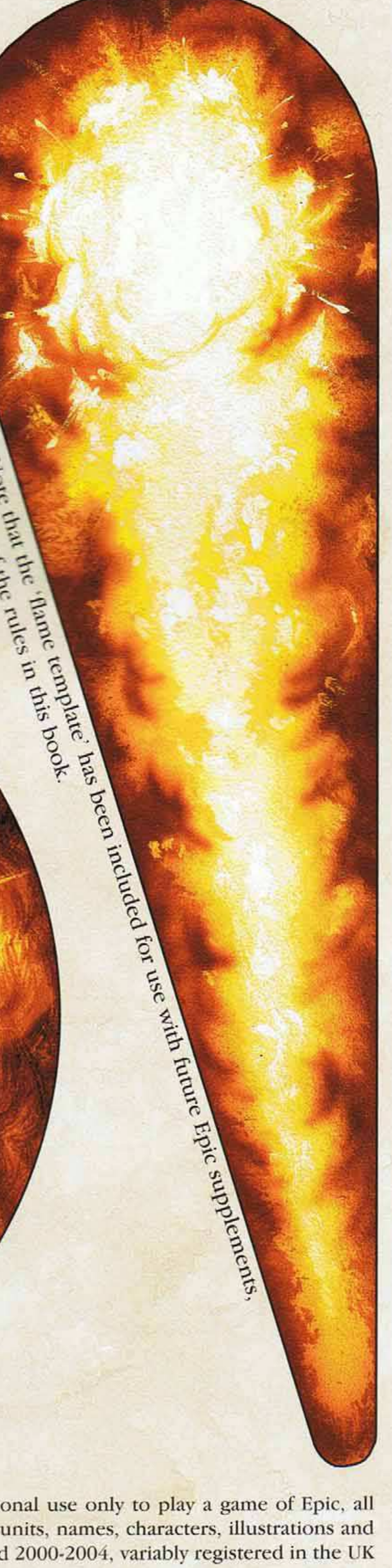
Weapon	Range	Firepower	Notes
Heavy Shootas	15cm	AP5+/AA5+	—
Tankbusta Rokkits	30cm	AT4+	—

TEMPLATES

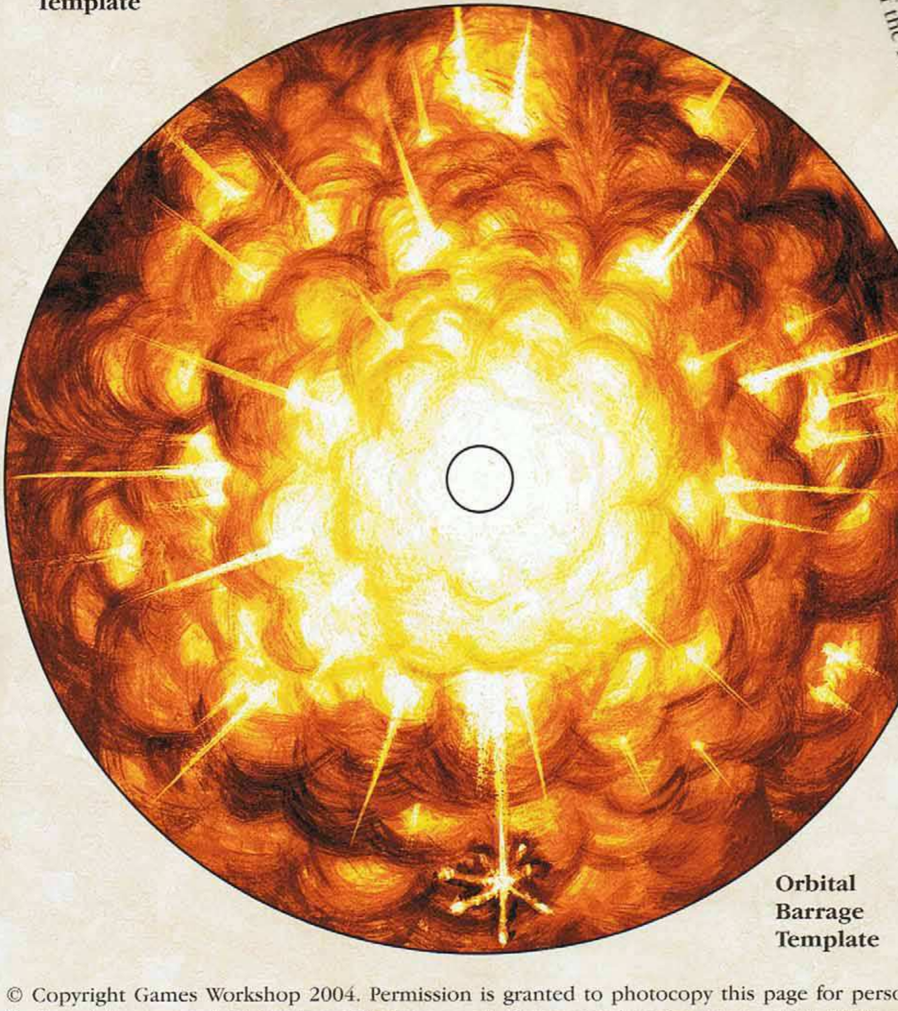
The following page has a set of templates that you can copy and use in your games of Epic. You can also use the sets of '40K Templates' produced by Games Workshop and which are the same size. Alternatively you can make your own templates from clear acetate (or whatever other material takes your fancy, for that matter).



Barrage Template



Flame Template. Note that the 'flame template' has been included for use with future Epic supplements, and is not needed for any of the rules in this book.



Orbital Barrage Template

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5.0 BACKGROUND AND FORCES

"We stand at a junction, with roads leading to both abject defeat and glorious victory. In order to choose the right path to follow we need first to look back along the road that has led us to this point..."

Commissar Yarrick

Now that you know how the rules of Epic work it is time to introduce you to the history of the planet where the game is set and the forces under your command. In this section we provide an overview of the galaxy of the 41st Millennium, and then a detailed history of the cataclysmic conflict that is taking place on the Imperial hive world known as Armageddon. Finally, we provide details of the different Space Marine, Imperial Guard and Ork troops and vehicles that are fighting on the planet. Future Epic supplements will add new campaign settings to the Epic system and introduce new armies for you to use.

THE AGE OF THE IMPERIUM

"In the grim darkness of the far future there is only war!"

For 10,000 years, the galaxy-spanning Imperium of Mankind has been the bastion of the human race. With over a million worlds and a population running into countless thousands of billions, it is the largest empire in the galaxy of the 41st Millennium. For a hundred long centuries, the Imperium has endured, surviving disasters, heresies and invasions from alien races intent on the extinction of humanity. It has resisted all of this through its greatest strengths – the immortal Beneficent Emperor of Mankind and his vast armies and fleets.

Though the Emperor is a shattered, withered creature, he still watches over and guides humankind from the restorative essences, elixirs and billowing alchemical gases of the Golden Throne of Terra. Through his vast psychic powers, the Emperor directs the Imperium's warships through the nightmare realm of warp space. He foresees the possible futures of the human race, and steers humanity so that it may overcome the many trials and challenges ahead.

Without the Emperor, the Imperium would be unable to move its armies and fleets to combat its enemies and enforce its rule. The Imperium would degenerate into a hundred small empires clamouring for power while aliens and other monstrous creatures devoured and destroyed Mankind.

The tide of the Emperor's enemies is only held back by the vigilance of the Imperial fleets and the weapons of humanity's armies. Millions of soldiers fight over a thousand worlds against every conceivable type of foe: from the all-consuming hive fleets of the Tyranids and the rampaging invasions of the warmongering Orks, to rebellion and insurrection from within.

Alongside the vast might of the Imperial Guard, the superhuman Space Marines of the Adeptus Astartes bring terror and death to the Emperor's foes. The elite Space Marines are the deadliest fighting force humanity can send to battle – just a few squads of these genetically engineered warriors can crush an army of foes many times their number. In the cold depths of space gigantic battleships, accompanied by armadas of other vessels, bring battle to raiding Eldar pirates and Ork hulks.

Internecine wars are commonplace and often Mankind faces its greatest threat from within. Rebel governors, corrupt commanders, alien-possessed officials and even the Primarchs of the Space Marines have all turned against their peers and spilt human blood in the Imperium's long, war-torn history.

The Imperium itself is inconceivably vast, spanning many thousands of light years that require months, even years, of travel to traverse it. A million worlds with a million different cultures make up humanity, and the discovery of new star systems and new planets are forever expanding the Emperor's domains, fuelling Mankind's eternal hunger for more resources, more space.

Even to systems close to Earth, the Emperor and the Imperium he embodies are but names for distant, almost supernatural forces, that are revered and praised from afar. Many citizens labour their entire lives, overcoming strife and toiling hard to survive the adversity of life in the 41st Millennium, without even being aware of the Imperium except as a children's story. For others, the Imperium is very real, the iron fist of control tight around their lives, instilling the law and order Mankind must have to prevail.

Harsh discipline and little mercy are essential for survival in these turbulent times. It is an age of great upheaval for humanity. With every passing year more and more people display powerful psychic talents. If these rogue psykers are not controlled or purged, the erratic and awesome forces they can unwittingly unleash may destroy whole settlements, even worlds. Those with the necessary mental strength and fortitude can be trained by the forces of the Imperium to use their strange powers to benefit Mankind.

Those who lack this power of will must be cleansed. Citizens with psychic talents who are left free to roam will often become unwitting pawns of malevolent warp entities, who use the increased mental powers of untrained psykers to bridge the gap between their realm in warp space and the galaxy of Mankind. From here they spread their dominance, creating slaves of whole planetary populations and destroying the fabric of the Imperium from the inside.

Other mutations are becoming rife. A malignant epidemic of misshapen and evil creatures threatens to turn humanity into a race of degenerated beasts, unable to defend themselves from the forces that oppose them. The pogroms against mental and physical deviants cannot falter, lest Mankind be engulfed and consumed by the powerful evolutionary processes at work. These abhorrent elements must be crushed or somehow tamed if Mankind is to survive the transformation into a new era of spiritual and physical supremacy.

As powerful as it is, the Imperium does not rule the entire galaxy. Mankind's worlds are spread thin across the 200,000,000,000 stars that make up the galaxy. Within the Imperium's vague borders are rebellious enclaves of human worlds, domains ruled over by alien war leaders, colonies of creatures too aloof or basic to disturb Mankind or draw the attention of the war fleets. The Imperium is engulfed in a constant state of war, sometimes simply continuing its wars of expansion, other times fighting against foes who threaten the survival of the entire human race.

The vast size of the Imperium makes a mockery of any true form of governance above that of the Imperial Commanders. These individuals are appointed by the Adeptus Terra to rule over a world or worlds in the Emperor's name. They are bound to co-operate with other servants of the Emperor and to control mutations and heresy in their domains, but on the whole they are free to implement Imperial Law in any way they see fit or necessary.

Above and beyond these planetary governors, vast organisations attempt to hold back the seething anarchy that constantly threatens to engulf the Imperium. The innumerable clerks, scribes, logisters and archivists of the Administratum attempt to instil some form of order to this haphazard empire, recording, requesting and analysing a torrent of information from the furthest corners of the galaxy.

Imperial Guard regiments, each numbering tens of thousands of soldiers and tanks, are raised and transported to distant war zones every day, their efforts supported by the millions of quartermasters and logisticians of the Departmento Munitorum. The Space Marines of the Adeptus Astartes send forth their elite warriors to do battle with alien monstrosities and treacherous humans, pursuing their wars and expanding their dominions in the name of the Emperor. The ancient Adeptus Mechanicus sends forth its Explorator fleets to investigate and explore, uncovering ancient technologies for their masters on Mars to study and decipher.

The Tech-Priests continue the search that began long before the Emperor ascended to power and began the Great Crusade of Reconquest. The religious leaders of the Ministorum of Earth, or Ecclesiarchy as it is more widely known, preach the Imperial Creed of fervent faith to the Emperor and unswerving sacrifice to humanity and the Imperium. Their Missionaries and Battle Sisters bring the light of the Emperor to worlds unheard of by Mankind for countless millennia, while the zealous Confessors stir up devout citizens to cast out the heretic and unbeliever, leading witch hunts through overcrowded hive cities and across barren wastelands.

This seemingly haphazard morass of wars and politics, faith and retribution is bound together by loyalty to the Emperor and the common goal of racial survival. Complex agreements of trade and protection bring these organisations to common ground, ancient loyalties and debts are exchanged for favours and goods. While the competition for power is strong, no one world or organisation within the Imperium can truly stand on its own against the horrors that threaten humanity. Despite the intrigue and double-dealing, the clamouring for resources and the endless wars and battles to be fought, Mankind struggles on through history on some pre-destined course towards destruction or greatness.

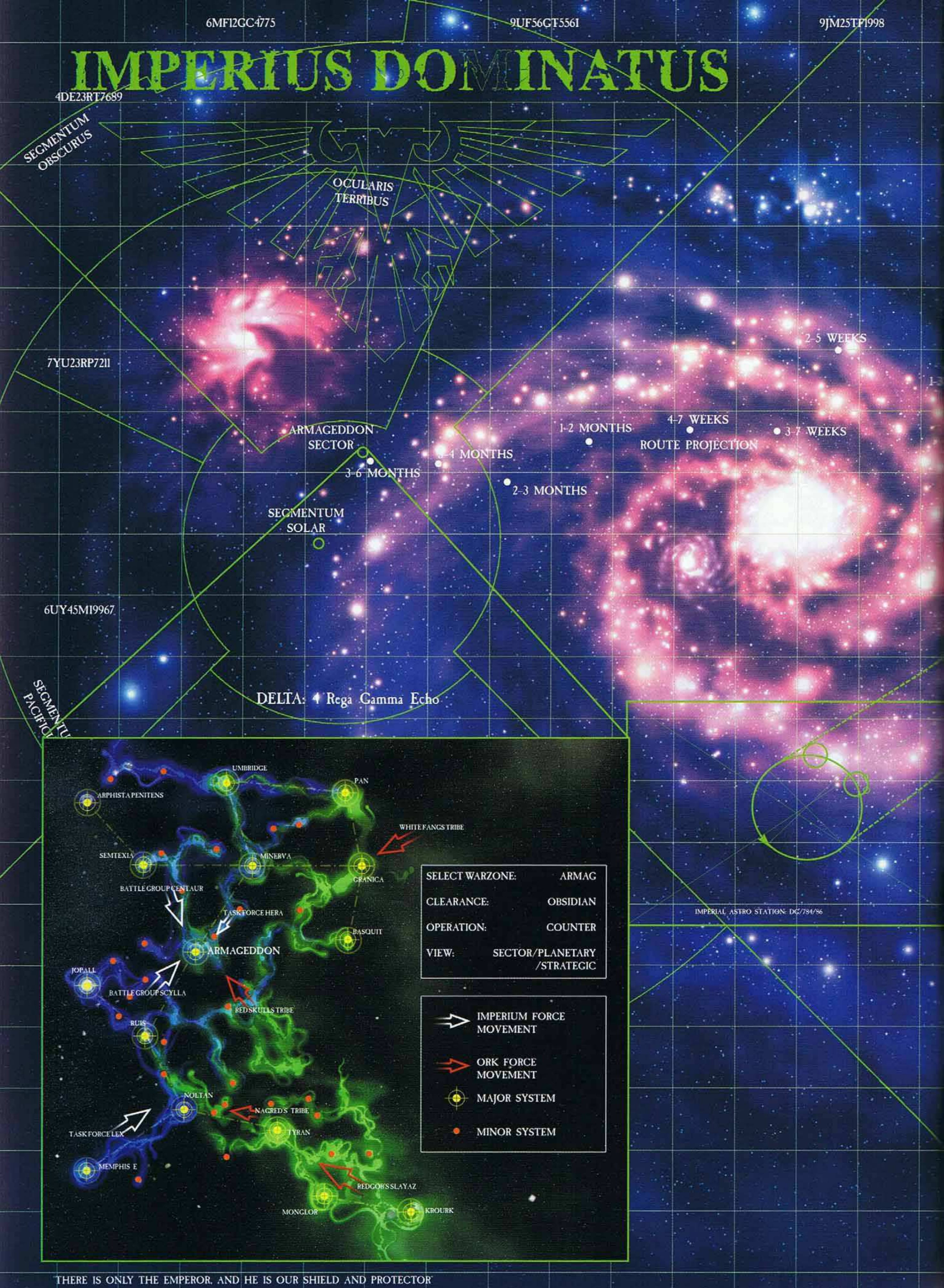
Mankind's protection by the Emperor is not without sacrifice, he does not survive on praise alone. At the very founding of the Imperium, as the Emperor and his Space Marine legions brought order to the anarchy left after the Age of Strife, a treachery of the most loathsome kind was perpetrated. The Emperor's most trusted commander, Horus, turned his back on the teachings of the Emperor and embraced the power offered by the dark gods that strive to enslave Mankind.

Terror and death reigned, as the Imperium was torn apart by internecine war. Worlds were ravaged, whole armies slaughtered, and the forces of Horus advanced upon Terra until the Imperium was on the verge of defeat. At the very last, the Emperor destroyed the traitorous Warmaster in single combat, but was himself left mortally injured.

To sustain the Emperor's shattered body a great device called the Golden Throne was devised and built. Using arcane techniques and machines whose function have long passed from true understanding, the Golden Throne fulfils its grim purpose. The Golden Throne is unique in the way it fuels the Emperor's needs, for the Emperor cannot eat as a man eats, or drink fluids or breathe air. His life has passed the point where such mortal things can sustain him.

For the Emperor the only viable sustenance is human life force – souls – and he has a great and insatiable appetite. Nor will just any human suffice for this purpose, for the soul-donor must be a very special person in their own right, someone with psychic powers. Sacrificed into the bizarre and archaic machinery of the Golden Throne, their life essence is slowly, agonisingly, leeched from their body to feed the Master of Mankind. Every day, hundreds must be consecrated to the Emperor in this dire manner if he, and therefore the Imperium and humanity, are to survive.

IMPERIUS DOMINATUS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SEGMENTUM OBSCURUS
OCULARIS TERRIBUS
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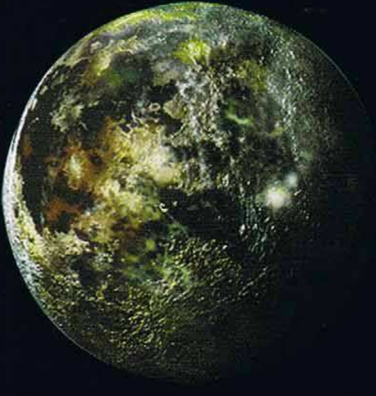
2-5 WEEKS
ARMAGEDDON SECTOR
1-2 MONTHS
4-7 WEEKS
3-7 WEEKS
ROUTE PROJECTION
3-4 MONTHS
3-6 MONTHS
2-3 MONTHS
SEGMENTUM SOLAR
6UY45MI9967
SEGMENTUM PACIFIC
DELTA: 4 Rega Gamma Echo
IMPERIAL ASTRO STATION: DC/784/86
UMBRIDGE
PAN
ARPHISTA PENITENS
WHITE FANGS TRIBE
SEMTEXIA
MINERVA
GRANICA
BATTLE GROUP CENTAUR
TASK FORCE HERA
BASQUIT
ARMAGEDDON
JOPALL
BATTLE GROUP SCYLLA
RED SKULLS TRIBE
RUIS
NOLTAN
NAGRED'S TRIBE
TYRAN
TASK FORCE LEX
MEMPHIS E
REDGOB'S SLAYAZ
MONGLOR
KROURK
IMPERIUM FORCE MOVEMENT
ORK FORCE MOVEMENT
MAJOR SYSTEM
MINOR SYSTEM

SELECT WARZONE: ARMAG
CLEARANCE: OBSIDIAN
OPERATION: COUNTER
VIEW: SECTOR/PLANETARY/STRATEGIC

'THERE IS ONLY THE EMPEROR, AND HE IS OUR SHIELD AND PROTECTOR'

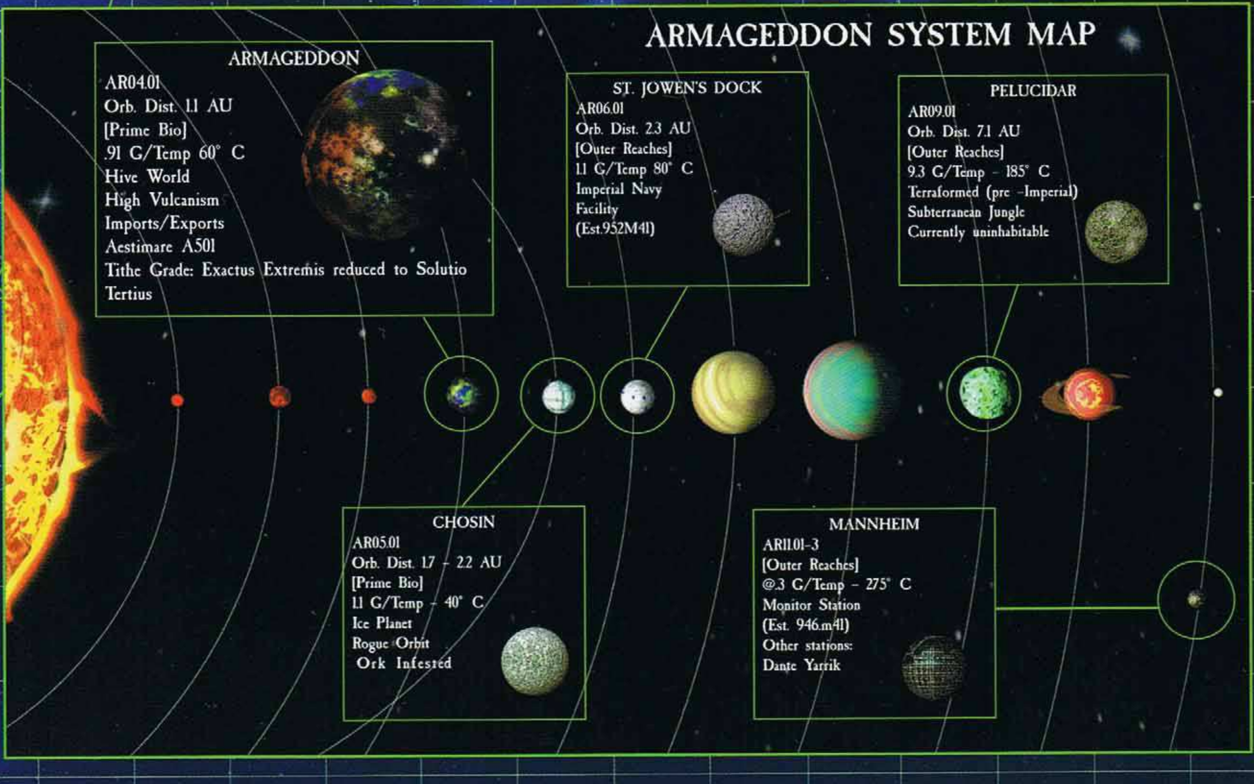
ARMAGEDDON



Hive worlds like Armageddon are planets that were settled thousands of years ago, often before the time of the Imperium. Their huge population far outweighs the planet's ability to feed or support it. They are tough places where little value is attached to human life, while air, light and food are often precious and rare commodities. The surface of the planet has been plundered of all resources and has been reduced to little more than an ashblown desert. The massive hives and factory cities that sprawl across the land give the planets their distinctive character and their collective name of hive worlds.

8NE47KY5624
GHOST
DAYS
EGMENTUM
ASTRO TELEPATHICA DUCT 001/267832
O:29
S:B3/F74
PLANET SYSTEM DEL-3
ASTARTES REGION: 56457KF
QUAD: 637a/7456b

ARMAGEDDON SYSTEM MAP



ARMAGEDDON
AR04.01
Orb. Dist. 1.1 AU
[Prime Bio]
.91 G/Temp 60° C
Hive World
High Vulcanism
Imports/Exports
Aestimare A501
Tithe Grade: Exactus Extremis reduced to Solutio Tertius

ST. JOWEN'S DOCK
AR06.01
Orb. Dist. 2.3 AU
[Outer Reaches]
1.1 G/Temp 80° C
Imperial Navy
Facility
(Est.952M41)

PELUCIDAR
AR09.01
Orb. Dist. 7.1 AU
[Outer Reaches]
9.3 G/Temp - 185° C
Terraformed (pre -Imperial)
Subterranean Jungle
Currently uninhabitable

CHOSIN
AR05.01
Orb. Dist. 1.7 - 2.2 AU
[Prime Bio]
1.1 G/Temp - 40° C
Ice Planet
Rogue Orbit
Ork Infested

MANNHEIM
AR11.01-3
[Outer Reaches]
@.3 G/Temp - 275° C
Monitor Station
(Est. 946.m41)
Other stations:
Dante Yarrik

GHAZGHKULL'S FIRST INVASION OF ARMAGEDDON

"Armageddon... a world whose name has become a byword for war and destruction..."
Lord Commander Solar Eugenian

In 941.M41, the Ork warlord Ghazghkull Thraka invaded Armageddon at the head of a massive Ork Waaagh. The hive world of Armageddon, the principle world in the Armageddon sector, lies roughly 10,000 light years to the galactic north east of Terra. It is a vital node at the centre of the Armageddon sector's navigational channels and its thousands of weapons shops supply arms to Imperial Guard regiments several thousand light years away.

The loss of Armageddon would pose a serious threat to the Imperium's power in this area of the galaxy, as was proved when a massive Chaos host invaded in the mid-41st Millennium. Although that titanic battle, known now as the First Battle for Armageddon, has long since passed into history, a more recent conflict has shown how vulnerable the Imperium's control is.

At the time of Ghazkhull's first invasion, Armageddon was under the command of Overlord Herman von Strab, who was once described by Princeps Prime Kurtiz Mannheim of the Legio Metalica as, "the greatest waste of flesh and bone born in the last five hundred years". It was von Strab's complete lack of preparation that cost the Imperium dearly.

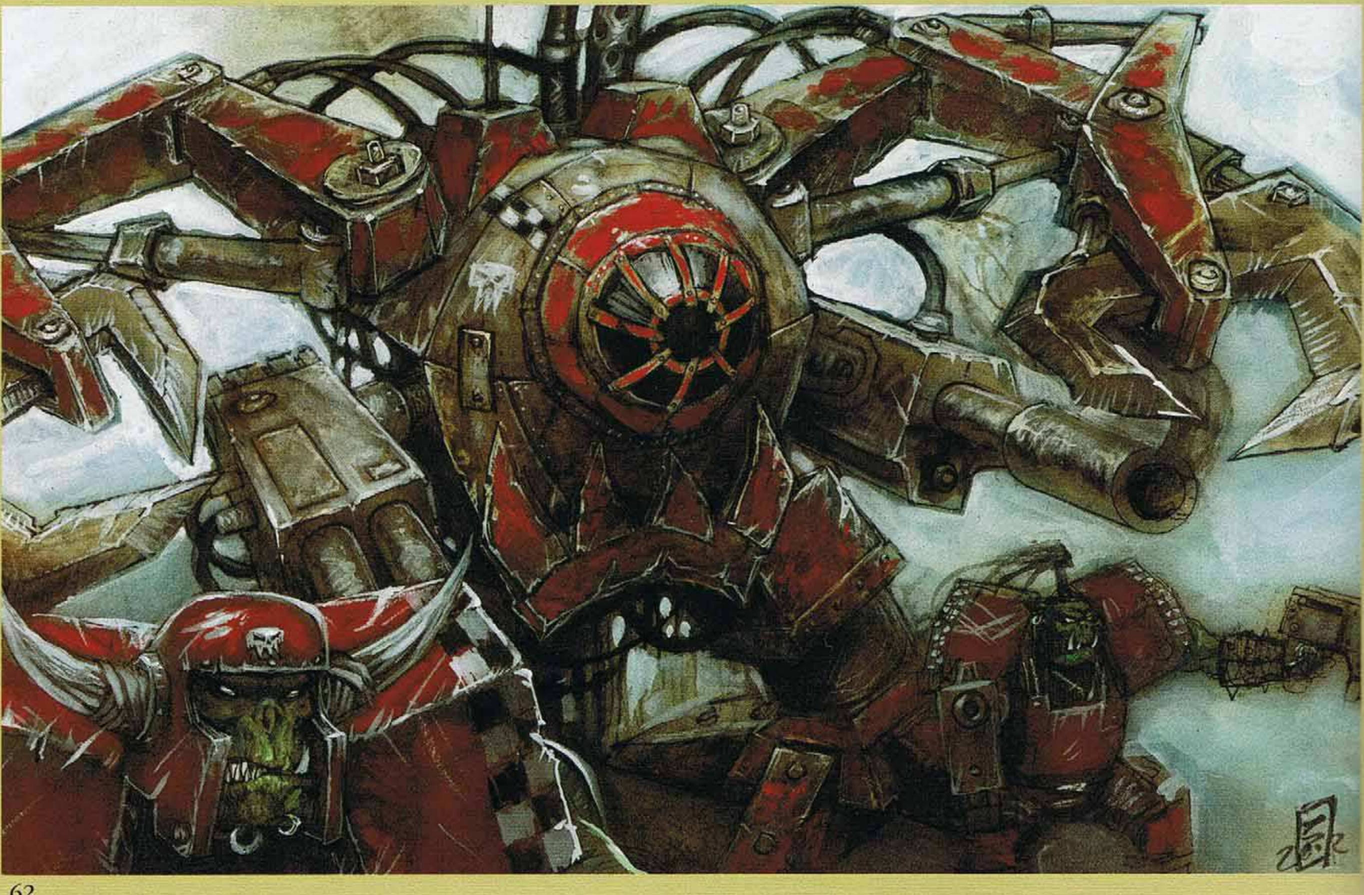
Even when a hulk of massive size was sighted in the Armageddon system, von Strab did nothing to investigate or report its appearance to other Imperial authorities. When the Orks crashed onto the western continent of Armageddon Prime, von Strab sent out his planetary defence regiments piecemeal, and they were smashed to pieces by the vastly superior Ork armies. Armageddon Prime quickly capitulated, its supply lines were cut and Ork warriors stormed through the tunnels of its hives. It was Commissar Yarrick who ordered the Astropaths to send a signal for aid, which earned him von Strab's displeasure and his subsequent exile to Hades Hive. However, it was this act which was to ultimately save Armageddon from falling to Ghazghkull.

Von Strab was not concerned with the loss of Armageddon Prime, declaring that the Orks would never be able to cross the thick jungles that separated them from Armageddon Secundus. He was wrong. Ghazghkull's forces swept out of the jungles and embarked on a massive conquest, crossing the Stygies and Diabolus rivers and marching on the hives of Armageddon Secundus.

Von Strab ordered Princeps Mannheim to lead his Titans into battle against the Ork armies, unsupported by other forces. Mannheim had little choice but to obey, though he knew that it would lead to the destruction of his forces. Alhough they inflicted heavy casualties on the Orks, the Legio Metalica were all but annihilated by the numerous Ork Gargants that opposed them. Everywhere the Imperial forces were being driven back in disarray.

The Orks swept onwards, storming Infernus Hive as the Season of Storms broke in full fury. Refugees numbering in tens of thousands marched across the inhospitable ash dunes, dying from exposure to the harsh environment or falling prey to the rampaging mobs of Ork Speed Freeks which constantly harried them in their flight.

As the Orks moved southwards they split, descending on the Hades and Helsreach hives. When the Orks besieged the massive cities, von Strab unleashed a secret weapon, a massive stock of virus bombs from his personal arsenals. However, the ancient devices frequently malfunctioned and although they took a heavy toll of the unprotected Orks, many humans were lost too as missiles flew out of control and plunged into Imperium lines or exploded in the refugee camps. At Helsreach, converted supertankers took those



unable to fight across the Tempest Ocean and, once the last ship had left, those who remained grimly swore to defend the city to the last man. Suicide teams charged into the Ork encampments and detonated home-made explosives, while the dockside loaders welded themselves into the armoured cabs of their cranes and fought with the gigantic Gargants rampaging across the city. The fighting was bitter, but in the end, Helsreach fell to the Orks.

Although the battle for Armageddon had been ferocious, it was at Hades Hive that the conflict entered a new level of savagery and fierceness. Led by Commissar Yarrick, the defenders of Hades Hive fought as though they were possessed. The Orks made so little headway against such stiff resistance that Ghazghkull himself joined the attack, leading his forces from the front. Thus the stage was set for the greatest contest of wills in the entire war.

For weeks, Ghazghkull tried every stratagem taught to him by Gork and Mork: making lightning assaults and feints, attacking in massive waves and trying to reduce the hive by bombardment. Yarrick countered every ploy: sending out sabotage parties to destroy the Ork Warlord's siege engines, counter-attacking along a flank when the Orks tried to storm the barricades, and falling back from diversionary attacks to draw the Orks into ambushes. When Ghazghkull mustered all of his Kommandos into a huge infiltration force, Yarrick assembled volunteer cadres of men who were once maintenance workers in the labyrinth of the hive's air and fuel ducts. A deadly battle was fought in the darkness between these drug-crazed psychopaths and the Ork Kommandos, and in the end it is said that not a single Kommando escaped alive.

As Yarrick and Ghazghkull fought over Hades, the remaining Ork columns rumbled southwards towards the only other surviving settlements – Acheron and Tartarus. At Acheron, as the Orks made their assault, the defenders swore to die rather than surrender. Such dedication was admirable but, in the end, unnecessary. The Orks were ripped asunder by the thunder of bombs and the crash of gigantic cannons as the sky overhead filled with the shapes of Space Marine Thunderhawk gunships. The Blood Angels led the reinforcements, the military commanders of Armageddon ignoring von Strab's authority to follow Dante's legendary leadership. Von Strab was arrested for his crimes against the Imperium, though he later escaped.

With the coming of the Ultramarines, Salamanders and Blood Angels, the tide began to turn on Armageddon. The factories of Acheron and Tartarus churned out weapons and vehicles by their thousands, whilst the Space Marines began to force the Orks to retreat from the south. If Ghazghkull had turned his attention southwards and made immediate plans to thwart this sudden counter-attack, Armageddon may have still fallen. However, the siege of Hades Hive had become something more than simply a military objective. Yarrick's uncompromising resistance challenged Ghazghkull's ability and reputation as a Warlord – a challenge he could not back down from. The Ork Warlord gathered every available warband to his army and, with this almighty force, fell upon Hades Hive with the hatred an Ork only reserves for his greatest enemy. Despite desperate rationing, supplies in Hades had all but run out, and seeing the mass of Orks preparing to attack, Yarrick decided that the city could no longer stand. Those who could be were evacuated by daring shuttle runs, risking the Ork anti-aircraft fire and interceptors to escape.

The Space Marines arrived too late to save Hades, attacking the Orks even as they smashed their way inside. Yarrick was almost slain, but his iron will stopped him succumbing to the near mortal wounds he had suffered. Whilst the fate of Hades was being sealed, Ghazghkull revealed the true extent of his cunning. Masses of Ork reinforcements poured in from the west, intent upon Tartarus Hive in the south. If Tartarus was overrun, the industrial power in the south would be smashed and the Orks could easily consolidate their position while the Imperial armies were being moved down from the north.

As the Orks assaulted Tartarus, their vanguard already pushing into the streets of the hive city, Dante made his move. Transporting his Blood Angels back to their orbiting ships, he led a massive drop pod assault into the heart of the Orks. Though horrendously outnumbered, the Blood Angels set to massacring any Ork unlucky enough to be caught by them.

Fuelled by their righteous hatred, the Blood Angels slew nearly half of the entire Ork army, and it was rumoured that Ghazghkull himself had been felled, though this later proved to be false. Leaderless and assaulted on all sides by the Emperor's forces, the Orks refused to surrender. Some fought to the death, others slipped into the ash wastes and eventually made their way to the jungles between the two continents of Armageddon.

As is the way with Orks, the greenskins were never fully eradicated from Armageddon, and it is unlikely that they ever will be. In the depths of the jungles and in the ruins of fallen hives they continue to breed, only to be hunted down by Imperial kill-teams. Hades Hive still lies shattered, whilst the rebuilding of Tartarus and Infernus has only just begun. The legacies of the Second Battle of Armageddon are still plain to see.

GHAZGHKULL'S SECOND INVASION OF ARMAGEDDON

"I'll be back..."

Warlord Ghazgkhull Thraka

Ghazghkull was not idle following his defeat on Armageddon. Retiring to his stronghold – a network of systems controlled by his forces in the Golgotha Sector – he carried on with the master plan that had been revealed to him by Gork and Mork years before. If the Imperium made one terrible mistake following the war it was to consider that Ghazghkull had been defeated. This was far from the truth. What the Ork gods had revealed to Ghazghkull, or rather what he said they had revealed to him, was that in order to destroy your foe you must first know him. For Ghazghkull, the war had been a way to learn how the Imperium would react and deal with a major invasion. In effect, Ghazghkull had been doing little more than testing the Imperium's defences.

In the decades that followed the war, Ghazghkull carried on with his master plan. Having learned all he needed to know about Imperial strategy, he began practising the tactics that he felt would lead to his enemies' defeat. As he did not want to draw undue attention to himself, these experiments were carried out on a much smaller scale than the invasion of Armageddon. From 945 to 959.M41 the Imperium received numerous reports of small raids and attacks against Imperial bases and outposts that were led by Ghazghkull Thraka personally.

Then, in 962.M41, an Imperial military base on Buca III was annihilated by missiles fired from an Ork base hidden on an asteroid. The asteroid entered the system from deep space and bypassed all the Imperial sensors undetected before unleashing its deadly missiles at the unsuspecting outpost. In 972.M41 the Imperial agri-world of Chigon 17 was overrun by a massive force of Orks allegedly under Ghazghkull's command. Despite the fact that the Imperial Guard defenders were well-equipped with tanks and other vehicles, they were defeated by the Orks in a lengthy guerrilla campaign which rendered the Imperial defences utterly useless. In 986.M41 the Imperial Battlecruiser, the *Radiant Way,* along with its attending escorts were lost with all hands in a sudden attack by Ork pirates, again led by Ghazghkull. The Imperium responded in force, but discovered that the Orks had disappeared by the time they arrived.

Most recently, Ghazghkull allied with the Ork Warlord Nazdreg Ug Urdgrub to make a vicious assault on the Imperial planet Piscina IV. The Orks used a previously unknown type of teleportation device which enabled them to manoeuvre their troops directly onto the planet from a space hulk located a massive distance away from the planet. The Imperial garrison was taken completely by surprise and only the presence of Space Marines from the Dark Angels Chapter saved Piscina from being overrun by the alien hordes.

However, this second defeat was of little consequence to Ghazghkull, for, with the completion and testing of his new 'tellyporta', he was finally ready to unleash his full force against the Imperium. A plan that had been fifty years in the making was about to reach fruition...

Meanwhile on Armageddon, a lengthy investigation of the planet's readiness and defences was begun in 948.M41. In light of the strategic value of Armageddon to the Imperium, extensive works were ordered by the Adepts of Terra to secure the Armageddon system against future attacks. Sector Naval command was transferred to the Armageddon system and the Naval facility of St. Jowen's Dock was rebuilt and expanded to accommodate all classes of interstellar warship.

In addition, three permanently manned monitor stations were established in the outer reaches, named after three great heroes of the second war of Armageddon; Mannheim, Dante and Yarrick. Ground based and orbital defences were rebuilt and heavily reinforced, minefields were seeded throughout the system and a substantial increase in the numbers of system ships and monitors was ordered.

On Armageddon itself, the long process of rebuilding the hives devastated by Ghazghkull's hordes was begun. A process which, despite massive application of resources and manpower, remained incomplete fifty years later. In part, this was due to the increased number of defence regiments which were raised over this period, despite a lowering of Armageddon's tithe of regiments destined for the Imperial Guard. A military council was appointed to rule over Armageddon, comprising high ranking representatives from the Imperial Guard, Navy, Departmento Munitorium and Adeptus Mechanicus, the Ecclesiarchy and the Governor of each of the major hives on Armageddon. The council was headed by General Kurov of the Imperial Guard, a respected veteran of the Bakkus Crusade. From 949.M41 to 978.M41, General Kurov coordinated a series of xenocidal campaigns conducted throughout the equatorial jungles between Armageddon Primus and Secundus and the ice-bound world of Chosin to eliminate Ork infestations which sprang up in the aftermath of Ghazghkull's invasion. Fifty years passed and Armageddon rose from the ashes, its defences stronger and more powerful than they had ever been before. Still it was not enough.

The first signs of the coming storm was a series of attacks on systems surrounding Armageddon and other worlds nearby. First the nearby world of Minerva suffered the depredations of Ork pirates, then the Agri-world of Ruis was likewise assailed. Over a period of months, in spite of the best efforts of the Imperial Navy, the number of merchant ships reaching Armageddon was cut by half. It was as though an unseen presence knew that the Imperial forces were bound by the need to guard the Armageddon system and were not free to patrol the sector as freely as they should. Almost overnight, the pirate raids grew into assaults on outposts and then into attacks against lightly-held colonies and satellites. Soon, the first full-scale planetary invasions began. Two dozen Imperial worlds came under attack in as many hours and the Astropaths of Armageddon received constant reports of yet more Ork assaults. Every consultation of the Emperor's Tarot showed bloodshed, destruction and the sign of the Beast Resurgent. Rumours spread that Ghazghkull was returning to wreak his vengeance, and soon even the most obstinate bureaucrat could no longer deny that an Ork Waaagh of gargantuan proportions was engulfing the Armageddon sector. After Task Force Trajan was presumed lost battling Orks in the Desdena system, General Kurov sent forth a call to nearby Imperial Guard regiments and Space Marine Chapters to muster in defence of Armageddon.

On the Day of the Feast of the Emperor's Ascension, fifty seven years to the day after the first Ork invasion, augur probes registered a massive disruption in the Immaterium as an Ork fleet tore its way back into reality and Ghazghkull's hordes descended on Armageddon once more. An alert from monitor station Dante was cut off in mid-transmission as the Ork ships swept past in their hundreds.

The monitor station's final reports indicated an Ork fleet moving into the system, comprising 50 Ork cruisers and over 300 escort vessels accompanying at least four space hulks. The forces of Armageddon were placed on full alert and seven Imperial cruiser squadrons, led by the Apocalypse class battleships *His Will* and *Triumph*, departed St. Jowen's Dock within twenty four hours. The Imperial fleet, under Admiral Parol, entered battle five days later, catching the lead elements of the Ork fleet in an ambush around the high-G world of Pelucidar.

Sixty Ork attack ships were blasted out of the void by Imperial fire in the initial engagement, without the loss of a single Imperial ship. Then Parol's ships were engaged by heavy squadrons of Ork kill kroozers and swarms of fighta-bommerz racing ahead of the main body of the Ork fleet. The Imperial ships fought valiantly, their weapon batteries pounding the crude Ork vessels into scrap, ravening lance beams incinerating wave after wave of fighta-bommerz.

Nonetheless, the Ork fleet outnumbered that of Armageddon by six to one and the Imperial ships were gradually battered back. The Orks made suicidal rushes against the Imperial gun-lines with unbounded ferocity, losing a dozen of their ships in exchange for a single Imperial vessel. At the height of the engagement, Admiral Parol received comm-bursts from the Yarrick and Mannheim monitor stations warning of three more Ork fleets entering the edges of the system. Almost simultaneously, the *Triumph* was bracketed by five Ork kill kroozers and crippled by their combined heavy gunfire and massed teleport attacks. Realising that his duty lay in preserving the fleet for a protracted conflict, Admiral Parol reluctantly gave the order for a general disengagement.

The doomed monitor stations were overwhelmed a few hours later. By their last count, the combined Ork fleets numbered in excess of 2,000 ships and at least twelve space hulks, the largest number of hulks ever to assail a world of the Imperium in its 10,000 year history. Admiral Parol, his command reduced to five squadrons of cruisers and a single operational battleship, could do little more than mount hit and run attacks against the massive Ork armadas as they moved in-system. Imperial reinforcements would arrive soon, and then Parol could hope that Ghazghkull's control of space could be challenged with some hope of success.

In the meantime, Parol's escorts and light cruisers harried the Orks as best as they could, distracting and drawing off their foes into baited traps and minefields, doing whatever was in their power to reduce the tidal wave of Ork machines arriving in-system. To their dismay, the Imperial Navy ships encountered dozens of crude asteroid fortresses, or 'Roks', in the normally vulnerable tail of the Ork fleets. These heavily armed weapons platforms proved difficult to attack directly, but the very presence of such unusual numbers of them seemed to indicate some more sinister design at work.

Surprisingly, the Orks did not turn aside to capture St. Jowen's Dock. Instead they subjected it to a six day long bombardment as the Ork fleets moved past, enlivened by repeated attacks from assault boat squadrons. Ork warriors succeeded in establishing themselves throughout the lower sections of the dock, and, although the facility remained in Imperial hands, it was rendered virtually useless by damage from the bombardment and constant Ork raids. Only the arrival of two Ordo Xenos Inquisitorial kill-teams later in the campaign succeeded in driving the Orks back to the isotope storage pits at the base of the station.

On Armageddon, the final weeks before the Ork fleet's arrival were occupied with frenzied preparations. Titan Legions fired up their ancient plasma reactors and took up defensive positions around the hives, their scanner-eyes scouring the skies. Imperial Guard regiments were mustered and dug in, Space Marines from over twenty Chapters dispersed into the wastelands and mountains to prepare to face the aliens. Imperial merchant vessels daily ran the tightening gauntlet of Ork ships to rush more reinforcements to the planet. The last transport to touch down carried a legend.of a man, the famed

Yarrick, the 'Old Man' himself, set foot on Armageddon for the first time in twenty years to the rapturous cheers of the populace.

The old commissar met with the military council that very night and advised them on Ghazghkull's most recent tactics and strategies, adding a dire warning against underestimating the Warlord's capabilities. Many said he had become old and weary, bowed down with the horrific prospect of the coming invasion. Those who knew him well could see the fierce determination that still burned in his single eye. General Kurov had always been renowned for his judgement of men in battle, and he was deeply impressed by Yarrick's drive and intelligence. He requested that Yarrick take over leadership of the military council for the duration of the current crisis and, to the relief of all, Yarrick agreed.

Six weeks after entering the Armageddon system, the vast armada of Ghazghkull's forces went into battle with the space stations and weapons platforms in high orbit over the planet. Those who had hoped that the powerful orbital defences of Armageddon would keep the Orks at bay were soon shown to be hopelessly deluded. The orbital battle raged for three days and two fiery nights, but, by dawn of the third day, the skies were filled with the vapour trails of Ork landing pods and the incandescent meteors of attack ships carving through the skies. Hades Hive, still a virtual ruin after the last war, was the first to die. In an act of terrible vengeance Ghazghkull chose not to fight again at Hades. Instead, the entire hive and its inhabitants were smashed asunder by giant asteroids dropped from orbiting space hulks. This act of wanton annihilation was but the prelude to the bloodshed which was to follow.

As the fires of Hades' destruction lit the eastern horizon, the first Ork drop legions clashed with Imperial forces near Volcanus, Acheron and Death Mire. Ground based defence lasers and missile silos took a terrible toll of the Orks as they landed, but the survivors regrouped and assailed the defences with such terrible ferocity that soon more and more of the horde was reaching the planet's surface unscathed. Feral Orks swept down from the Pallidus Mountains and out of the equatorial jungles to join the growing hordes. Where the defences proved too strong to be taken by direct assaults, huge mobs of Orks and their war machines were teleported directly into battle from the hulks above. As the ground defences fell silent on the third day of the landings, Yarrick ordered every remaining aircraft on Armageddon to be thrown into the battle in a desperate attempt to destroy as much of Ghazghkull's hordes as possible before they reached the ground.

The sulphur yellow skies over Armageddon became interwoven with twisting con-trails as thousands of Ork fighta-bommerz duelled with Imperial Thunderbolts and Furies. The Imperial craft had the advantage in that they could return to their armoured airbases to refuel and rearm, whereas the Orks had to reserve enough fuel to climb back up to their Terrorships and hulks in orbit. But soon the Orks secured ground bases and the battle turned against the brave Imperial pilots as the crushing numbers of the Orks was brought fully to bear.

As the aerial battles reached their height five days after the landings, Acheron Hive fell to the Orks without warning, captured by treachery from within. Garbled reports spoke of power grids sabotaged and the Orks boiling out from secret access tunnels at the very heart of the metropolis. The instigator of these foul crimes was soon revealed as none other than the infamous war-criminal Herman von Strab. He took over the hive as its new Overlord, announcing that it was his divine right to rule over Armageddon. Ork brute squads stood ready to silence any dissenters who doubted von Strab's determination.

Despicably, much of the old nobility in Acheron welcomed back von Strab as a long-lost prince, choosing to genteely ignore the fact that he had thrown in his lot with some of the most dangerous aliens the galaxy had ever seen.

At Volcanus Hive, on the same day that Acheron fell, massed Ork infantry surged over the twenty square miles of defences atop Volcanus Mount just beyond the hive's outer suburbs. Seventeen garrison regiments of Armageddon Hive militia were routed and the Orks captured many weapons and fortifications intact. Volcanus itself was soon besieged, surrounded by a ring of Orkish steel and relentlessly pounded by captured macro cannon and barrage bombs.

Outside Death Mire, the war went better. The Titans of Legios Tempestor and Victorum with their supporting regiments of Skitarii virtually annihilated the Ork Blackfire tribe in a three day running battle across the Plain of Anthrand. But the Ork landers fell from the skies like a relentless storm and fighting spread across Armageddon like a forest fire, until every hive and factory complex was embroiled. In many places, Ork attacks were beaten off, but again and again the Orks would regroup and attack within hours, stretching the defenders to their limit.

As Yarrick had predicted, Ghazghkull's strategies proved deadly. The Orks kept an iron grip on Armageddon's skies, orbital bombardments and fighta-bommerz pounded Imperial forces wherever they tried to form a battleline, pinning them in place while further landings were made to surround them. Where the Orks were outnumbered, they fought a guerrilla war, striking at their foes and withdrawing into the harsh wastelands before retribution could arrive. Ghazghkull had learned the lessons of Chigon 17 well, and deliberately prepared his plans so that the fighting was scattered and chaotic; precisely the conditions in which Ork warbands thrive and Imperial regiments were denied the support and coordination they needed to fight back effectively. The only force which consistently defeated the Orks was the Adeptus Astartes and the Space Marines tirelessly scoured the hinterlands of Armageddon on search and destroy missions to eliminate the greenskins at any opportunity.

As the battles raged on the planet, Ghazghkull unleashed another of his carefully prepared surprises. Incredibly, dozens of the great asteroid fortresses encountered by Admiral Parol's ships began to descend from orbit. Slowed by powerful force fields, rockets and modified traktor kannon, the Ork Roks made landings in the verdant equatorial jungles and across Armageddon Primus and Secundus. Many were lost to ground fire or accidents but each one that survived became a bastion for the Orks, a rallying point and a ready-made fortress.

As well as their huge guns and missile batteries, the Roks contained giant teleport arrays like those first used by Ghazghkull in his Piscina campaign. These were employed to teleport down Ork reinforcements, including Gargants and heavy artillery, in an endless stream. Commissar Yarrick personally led attacks by Cadian shock troops supported by the Titans of Legio Metallica and Legio Ignatum which destroyed several of the fortresses, but bloody battles around many others consumed whole regiments in hours. For the rest of the war, the Space Marines bore the brunt of eliminating the Ork fortresses where they could, the Salamanders Chapter winning particular acclaim for their successes against fortresses along Hemlock River.

Mysteriously, the Orks also made landings in the Fire Wastes and Dead Lands to the north and south of the main continent of Armageddon. Even Yarrick was surprised; these grim, forbidding lands had always been believed to be uninhabitable and utterly valueless. Their value to Ghazghkull became apparent when weeks later hundreds of tanker-sized Ork submersibles rose from the polluted waters and made landings at Tempestora and Helsreach. Surprise was total, Tempestora fell within days and the dockyards of Helsreach were soon captured. Only a bitter defence by the Helsreach Hive gang militias, with supporting companies of Stormtroopers and Space Marines which had been rushed to the area, prevented the Orks overrunning the entire hive.

Fourteen days after the initial Ork landings, the first major confrontation between Ork and Imperial war engines occurred. A ten day battle raged over the Diabolus factory complex as the Gargant mobs of Warlord Burzuruk and Warlord Skarfang clashed with the Titans of Legio Crucius. Six Titans and eight Gargants were utterly destroyed in the fighting and many others needed months of repairs before they could fight again. The Diabolus complex was wrecked during the battle, its foundries and machine shops blasted apart or crushed underfoot by giant fighting machines. In the aftermath of the battle, Ork Speed Kults swiftly encircled Infernus Hive, cutting it off from all outside help. Mechanised counter-attacks into the ash wastes met with initial success, but when an entire regiment of Savlar Chem Dogs was surrounded and wiped out by the Speed Freeks, further attempts to break out were abandoned by those inside.

As the beleaguered defenders pondered how to lift the siege, reports came in of a vast Ork horde rounding the Pallidus Mountains from the north-east. Soon the horde was visible from the hive spire, a great sea of warriors which seemed to fill the empty expanse of the ash wastes to overflowing. Towering Gargants strode through the tide, like great ships rolling on a green sea. The guttural war chants of the Orks could be heard from over twenty miles away, the ground shaking with their progress. Worst of all, the countless bannerpoles swaying over the horde bore the personal glyph of the mighty Ghazghkull himself.

As the skies darkened beneath the shadow of Ork hulks high above and the first orbital bombardments crashed down, the citizens of Infernus knew that their doom was upon them. They made what preparations they could with preternatural calm, commending their souls to the Emperor as they built barricades or distributed weapons and ammunition to the troops. They tried to take inspiration from the legends of Commissar Yarrick and how he made the Orks pay for every inch of ground at Hades Hive. Not all were brave enough to face their doom, thousands fled into the wastes to be killed or captured by Speed Kults which circled the hive like vultures over a carcass.

The Adeptus Arbites soon moved to secure the hive, turning back or executing any who failed in their duty to the Emperor. As Ghazghkull's horde came within range, the last great siege guns of Infernus pounded at them, lobbing thousand-pound shells into the mass of greenskins until return fire from the orbiting hulks smashed them apart. In the brief lull that followed, Ghazghkull delivered to the defenders of Infernus a messenger. It was Colonel Gortar of the Chem Dogs, horribly mutilated, and missing his eyes and hands. The message the Colonel bore was a simple one which would be heard many times across Armageddon in the months to come:

"Surrender or die!"

WARZONE ARMAGEDDON

'We hold them here or we fight them on the hallowed ground of Terra itself. I for one would rather see a million human lives lost here than allow a single Ork to set foot on Earth.'
General Pavlov, Armageddon Command Guard.

The scale of the war on Armageddon is difficult to imagine. Millions lost their lives, mighty war-machines clashed, mile high hivecities were razed to the ground and deeds both heroic and villainous were performed. The Imperium has committed troops from hundreds of lightyears around the Armageddon sector in response to one of the largest Ork invasions in its ten thousand year history.

The war involved millions of Imperial troops. At least twenty-three chapters of the Adeptus Astartes were on Armageddon at the height of the war, and most suffered serious losses. The Celestial Lions were all but obliterated, and the Blood Angels lost one of their mightiest heroes when Captain Tycho fell taking the breach at the siege of Hive Tempestora.

Imperial logisticians can only estimate how many Imperial Guard took part in the war. It is known that twenty-four regiments were originally called upon to serve, but the Armageddon Command Guard have long since lost track of the number of men involved, and the numbers of casualties suffered amongst them.

The Orks too sustained enormous losses, although these only served to spur the invasion onwards. Towards the end of the first phase of the war, the Imperial Navy regained control of orbital space, stemming the tide of Orks landing on Armageddon. However, due to the Orks' unique reproductive cycle, the race is fated to occupy the planet for the foreseeable future.

After many months of incessant warfare, an uneasy stalemate was reached in most theatres, neither army able to gain significant advantage over the other. As the Season of Fire approached, both sides attempted to consolidate their positions in order to weather the storms ahead. When the Season of Fire comes to Armageddon, fighting is the last thing on the mind of anyone caught in the open; even an Ork must look first to find shelter. The worst of the superheated ash-storms will kill an unprotected man in minutes, and foul the engines and tracks of any armoured vehicle.

As the first searing winds rose across the Fire Wastes and swept down through Tempestora and Death Mire, the Imperial troops stationed along hundred mile long trench lines began to dig in. Vast shelters were constructed along all fronts, fortified with heavy bunkers. The Orks, being of stronger constitution than their human enemy did not need to construct such heavy shelters, but even they were forced to dig in and seek a modicum of protection against the worst of the searing ash-storms.

The troops stationed along the enormous trench lines bore the very worst nature could throw at them. Many spent long months in cramped, poorly filtered shelters, the monotony only relieved during lulls in the storms when they would be ordered to make patrols and sorties across a hellish war-scape. Visibility was seldom greater than three metres and death was as likely to come at the hands of the weather as from enemy infiltrators.

Along the Tempestor Victorum trench line, the Imperial Guard defenders of Death Mire were forced to request assistance from the Space Marines of the Storm Lords chapter during an Ork assault consisting of dreadnoughts and killer kans. The Space Marines were only able to fight outside of their Land Raiders and Rhinos for a few minutes at a time, and the guardsmen could only watch from their fortified shelters as the battle raged in the searing storm outside. Eventually the Orks were repulsed, and when the storm finally abated three days later some fifty Ork machines were discovered standing motionless in the wastes, the ash having clogged their engines and joints until they simply ground to

a halt. Following this incident the Armageddon Command Guard requested the Storm Lords take permanent station along the siege lines of Death Mire. The Storm Lords commander's reply was not suitable for official records, but illustrated the pride a Space Marine takes in aggressive, rather than defensive, battlefield role.

The onset of the storms caused an increase in the fighting surrounding the cities, as forces attempted to consolidate their positions and gain the relative protection of the hives. The war spilled over the city walls and vicious cityfighting erupted, engulfing every square mile of every contested hive. Amidst this fighting hundreds of provisional companies were formed, consisting of hive-gangers, house-guards and just ordinary civilians defending their homes.

Hive Hades was destroyed in the opening phases of the war when Ghazghkull ordered captured asteroids dropped from orbit. The impacts reduced much of the city to an enormous crater, and the outlying areas to ruins. Amidst these ruins, a brutal war was being fought for control of the scant shelter offered from the excesses of the Season of Fire.

The largest threat caused by the storms came from Orks seeking shelter amidst the jungle. The Imperial forces stationed in the jungle region were already sorely pressed, with their headquarters at Cerbera Base under constant siege from the surrounding hordes of Feral Orks. With the influx of Orks to the area came an increase in the reports of unexplained phenomena around the Angron's Monolith and Ancient Pyramid sectors. The Relictors Space Marines spent the entire season fighting in the vicinity of the Monolith, while the Kill-teams of the Ordo Xenos saw almost constant action near the pyramid. No official reports regarding the activities of either group have been logged.

Both sides took the opportunity to bring in fresh troops during the lull in the fighting. Orbital space is the only theatre truly dominated by the Imperium, and so the task of bringing in reinforcements has been far easier for them than for the Orks. The casualties sustained on Armageddon have stretched many Imperial forces to breaking point, and many regiments have been amalgamated with others to maintain cohesive formations. Other groups have departed, as in the case of the Blood Angels Space Marines returning to Baal bearing the body of their fallen hero Captain Tycho.

The Armageddon Command Guard has requested, and been granted the aid of a clan of the infamous Skull Takers of Canak IV. This force is drawn from the natives of a night-shrouded deathworld known for its unstable volcanoes and choking ash clouds. The services of the clan have been invaluable in the depths of the Ash Wastes, where their unique skills have allowed them to raid into remote areas assumed by the Orks to be safe.

The Imperium has now cast its net wider than ever before in order to import fresh troops. A general call to arms has gone out, and planets as distant as Valhalla and Necromunda have answered. Those worlds closer to the war have been required to raise troops far in excess of their traditional obligations, and there is no end in sight to the largest muster in the region since the Age of Apostasy.

Finally, after months of blinding storms, the Season of Fire is drawing to a close and the cooler Season of Shadows is looming. Battle lines are once again being drawn and it is only a matter of time before the full destructive potential of both sides is once again brought to bear. Armageddon has become a world doomed to endless war. The Imperium simply will not relinquish its control of the world, as to do so would allow the endless tide of Orks to scatter before the Imperial military, to be washed up who knows where. Better that the tide is held back at Armageddon than allowed to dissipate and reform elsewhere, perhaps even closer to sacred Terra than Armageddon. The cost of this endeavour is measured in human lives; and those lives are numbered in the millions.

For the Orks, Armageddon has become the ultimate testing ground, a warlord's playground where hundreds of thousands of boyz can be sent to their deaths in the name of Gork and Mork. Thanks to their unique reproductive cycle, and the fact that word of Armageddon has travelled to the most distant Ork empires, the Orks have a limitless supply of reinforcements with which to fight the Imperial defenders. Ghazghkull believed he had unleashed the Ragna-ork: the final confrontation in which the Ork race will rise as one and crush or enslave every race that stands before it. Only time will tell if Ghazghkull's departure will see another warlord rise and lead the Orks on towards the ultimate goal of Waaagh! Ghazghkull: the throne of the Imperium itself, Earth.

'We's stomped 'umies, we's blown up stuff and we's driven our traks from one end of da world to da uvva. We's gonna come back next year!'

Bugsplatta Defnik of the Red Wheelz Speed Freeks.

FORCE DISPOSITIONS AFTER THE FIRST SEASON OF FIRE

IMPERIAL GUARD

1st Div, ARCADIAN RIFLES	6 Regiments
ARM. ASH WASTE MILITIA	13 Regiments
ARM. COMMAND GUARD	5 Companies
ARM HIVE MILITIA	280 Regiments
ARM. ORK HUNTERS	11 Regiments
ARM. STEEL LEGION	56 Regiments
ARPHISTA PENAL LEGION	1 Demi-Legion
ASGARDIAN RANGERS	2 Regiments
CADIAN SHOCK TROOPS	19 Regiments
CANAK IV 'SKULL TAKERS'	1 Clan
CATACHAN JUNGLE TROOPS	3 Regiments
CITYFIGHTING PROVISIONAL COMPANIES	Est. 600 Companies
DEATH KORPS OF KRIEG	5 Regiments
ELYSIAN DROP TROOPS	12 Regiments
JOPALL INDENTURED SQDNS	12 Regiments
MINERVAN TANK LEGIONS	3 Legions
MONGLOR OGRYN AUXILIA	1 Regiments
MORDIAN IRON GUARD	8 Regiments
8th NECROMUNDAN 'SPIDERS'	3 Battalions
NOCTAN STRIKE FORCES	5 Regiments
NORDIAN BERZERKERS	4 Regiments
OCANON PHALANX TROOPS	8 Regiments
PYRAN DRAGOONS	8 Regiments
POLAX 41ST 'SHOCK'	1 Regiment
SAVLAR CHEM-DOGS	6 Regiments
SAVLAR CHEM-RIDERS	2 Regiments
SEBASTIN DEFENDERS	15 Regiments
SEMTEXIAN BOMBARDIERS	9 Batteries
STORM TROOPERS	18 Companies
TERRAN PRAEFECTS	10 Regiments
INQUISITORIAL INDUCTED COMPANIES	3 Companies
VALHALLAN ICE WARRIORS	8 Regiments
ZOUVAN SKIRMISHERS	3 Brigades
VORGARN LIGHT INFANTRY	12 Regiments
XENONIAN FREE COMPANIES	5 Companies

DEPARTMENTO MUNITORUM

ENGINEER CORPS	5
PIONEER CORPS	2

ADEPTUS ARBITES

PRECINCTS	16
PUNITIVE BATTALIONS	41

OFFICIO ASSASSINORUM

AGENTS	CLASSIFIED INFORMATION

OFFICIO SABATORUM

AGENTS	21

ORDO XENOS

KILL-TEAMS	3

TEMPLARS PSYKOLOGIS

DISRUPTION SQUADS	20

LEGIONES ASTARTES

ANGELS OF FIRE	2 Companies
ANGELS OF VIGILANCE	1 Company
ANGELS PORPHYR	3 Companies
BLACK DRAGONS	2 Companies
CELESTIAL LIONS	>1 Company
EXORCISTS	1 Company
FLESH TEARERS	4 Companies
HOWLING GRIFFONS	2 Companies
IMMORTAL HEARTS	1 Company
IRON KNIGHTS	1 Company
MARINES MALEVOLENT	2 Companies
MINOTAURS	1 Company
MORTIFACTORS	2 Companies
RAPTORS	2 Companies
RED SCORPIONS	1 Company
RELICTORS	10 Companies
SALAMANDERS	2 Companies
STORM GIANTS	2 Companies
SUBJUGATORS	1 Company
WHITE SCARS	1 Brotherhood
WIDOWMAKERS	1 Company

ADEPTA SORORITAS

ORDER OF OUR MARTYRED LADY	1 Commandery
ORDER OF THE ARGENT SHROUD	1 Preceptory
ORDER OF THE EBON CHALICE	1 Commandery
ORDER OF THE BLOODY ROSE	1 Commandery
LESSER ORDER OF THE WOUNDED HEART	1 Commandery

ADEPTUS MECHANICUS

CENTURIO ORDINATUS	4 Ordinatus
LEGIO CRUCIUS	Demi-Legio
LEGIO IGNATUM	>Quartro-Legio
LEGIO INVIGILATA	Legio
LEGIO MAGNA	Quartro-Legio
LEGIO METALICA	Demi-Legio
LEGIO TEMPESTOR	Legio
LEGIO VICTORUM	Legio
SKITARII	14 Regiments

IMPERIAL FLEET

GLORIOUS AGE	Retribution class battleship
TRIUMPH	Apocalypse class battleship
INOMINE VERITAS	Emperor class battleship
GREEN LAKE	Oberon class battleship
FIRST-LINE CRUISER SQUADRONS	6
SECOND-LINE CRUISER SQUADRONS	9
LIGHT CRUISER SQUADRONS	17
ESCORT SQUADRONS	21
BOMBER STRIKE WINGS	54
INTERCEPTOR STRIKE WINGS	81
SPACE MARINE BATTLEBARGES	8
SPACE MARINE STRIKE CRUISERS	38
THUNDERHAWK GUNSHIPS	numbers unknown

ARMAGEDDON PRIME

FORCES OF THE GREAT DESPOT OF DREGRUK

DESPOT GAZGRIM'S WAR HORDE	Estimated 200 warbands, 15 Gargants
WARLORD THOGFANG'S GARGANT BIG MOB	Estimated 3 warbands, 2 Gargants
WARLORD BADFANG'S BATTLE FORTS	Estimated 2 warbands, 12 Battle Fortresses
BLACK SLAYERS TRIBE	Estimated 30 warbands, 4 Gargants
FIREBELLIES TRIBE	Estimated 15 warbands, 3 Gargants
VARGA'S DROP LEGION	Estimated 5 warbands
WARLORD GARSHAG'S BIG GUNZ	Estimated 7 'artillery' warbands

ARMAGEDDON SECONDUS

FORCES OF THE ORK WARLORD GHAZGHKULL MAG URUK THRAKA

GREAT OVERLORD GHAZGHKULL'S WAR HORDE
Remnants joined other warbands after Ghazghkull's departure.

WARLORD MORFANG'S GARGANT BIG MOB	Estimated 160 warbands, 15 Gargants
WARLORD SKARFANG'S GARGANT BIG MOB	Estimated 6 warbands, 7 Gargants
WARLORD BURZURUK'S GARGANT BIG MOB	Estimated 6 warbands, 7 Gargants
WARLORD KROKSNIK'S DETH TRAKS	Estimated 3 warbands, 15 Battle Fortresses
BLACKSKULL TRIBE	Estimated 32 warbands, 5 Gargants
CROOKED MOON TRIBE	Estimated 19 warbands, 3 Gargants
RED FIN TRIBE	Estimated 30 warbands, 5 Gargants
RED WHEELZ SPEED FREEKS	Estimated 18 'Speed Kult' warbands
BURNING DEATH SPEED FREEKS	Estimated 2 'Speed Kult' warbands
WARLORD THUGSNIK'S BIG GUNZ	Estimated 6 'artillery' warbands
WARLORD MORBAD'S BIG GUNZ	Estimated 12 'artillery' warbands

THE FIRE WASTES

FORCES OF URGOK THE UNSTOPPABLE

GREAT SLAYER GRIMSKUL'S WAR HORDE	Estimated 60 warbands, 6 Gargants
WARLORD BLAGROT'S GARGANT BIG MOB	Estimated 4 warbands, 3 Gargants
WARLORD SKRAG'S GARGANT BIG MOB	Estimated 1 warbands, 1 Gargants
VULTURES TRIBE	Estimated 8 warbands, 1 Gargant
STOMPERS TRIBE	Estimated 4 warbands, 1 Gargant
SLASHERZ SPEED FREEKZ	Estimated 12 'Speed Kult' warbands

THE DEAD LANDS

FORCES OF OVER-FIEND OF OCTARIUS

GREAT FIEND GORSNIK MAGASH'S WAR HORDE	Estimated 350 warbands, 159 Battle Fortresses
WARLORD SKABSNIK'S BLITZ BRIGADE	Estimated 6 warbands, 8 Battle Fortresses
BLACK CLOUD SPEED FREEKZ	Estimated 45 'Speed Kult' warbands
WHITE LIGHTNING SPEED FREEKS	Estimated 38 'Speed Kult' warbands

ORBITAL SUPPORT

Ork space hulks	4+
Fighta-Bommer squadrons	1,500-2,000
Ork attack craft	1,800+
Ork roks	30+
Ork Kroozers	200-300

5.1 SPACE MARINES

"Life is not measured in years, but in the deeds of men."

The Legions of Adeptus Astartes are more commonly known as the Space Marines – the most powerful and the most dreaded of all human warriors. In some respects they are not really human at all but superhuman – superior in almost every way to an ordinary man.

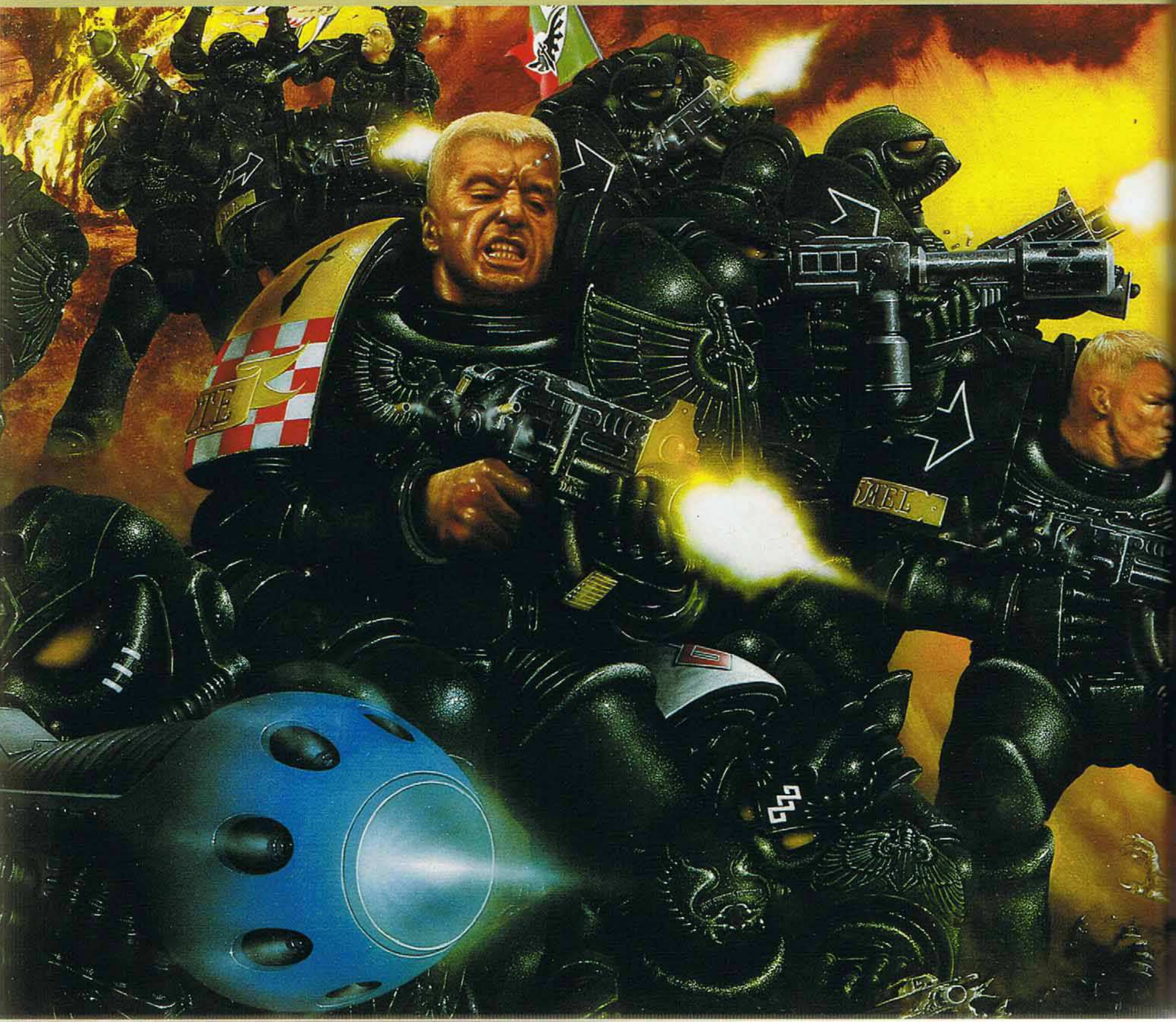
Compared to humanity's teeming billions, there are very few Space Marines indeed. They are far too few to form the sole fighting forces of the Imperium. The Space Marines are the Imperium's elite fighting troops, a core of highly mobile shock troops trained to fight on land and in space. On the battlefield they are expected to take part in the most dangerous and important attacks, and to hold their positions no matter how hopeless the situation.

Space Marines are entrusted with all sorts of dangerous missions, such as lightning raids behind enemy lines, infiltration attacks to capture vital positions, and tunnel fights in enemy-held cities. They also undertake long voyages of planetary exploration and conquest on behalf of the Imperium, ear-marking planets which are too well defended so that they can be attacked later with the support of the Imperial Guard.

Chapters

Space Marines are organised into small independent armies called Chapters. Each Chapter has its own ships, its own uniforms, and its own distinct identity and traditions. Most Chapters operate from a world owned by the Chapter, known as the Chapter Planet. Chapter Planets are part of the Imperium, but they are ruled by the Space Marine Chapter that has its base there. Some Chapters are not based on a planet at all: their base of operations can be a vast space fleet, an orbital asteroid, or a giant space station.

All the Space Marines in a Chapter belong to its warrior cult. In many cases, the warrior cults of the Space Marines preserve traditions and practices older even than the accepted ritual of the Ecclesiarchy. The details of these practices are rumoured to be barbaric and darkly sinister. Space Marines belonging to a Chapter are therefore spiritual brothers as well as brothers at arms. This dual role as physical and spiritual warriors is very important, and it is what makes the Space Marines such dedicated warriors.



Origins

The Space Marines were created at the very dawn of Imperial history, ten thousand years before the present day. Some Chapters can trace their history back to that time. These are the Chapters of the First Founding, created by the scientists of the Emperor to take part in the Great Crusade. Since that time many other Space Marine Chapters have been created, the most recent being those of the Twenty-Sixth Founding.

The First Founding

Originally there were only twenty Chapters. Many of these Chapters took part in the rebellion known as the Horus Heresy and were subsequently destroyed or exiled. Those that rebelled during the Horus Heresy and are no longer part of the Imperial Forces (some have survived as Chaos Renegades in the infernal regions of the Eye of Terror). The names and histories of Chapters 2 and 11 were deleted from Imperial records following the Horus Heresy. The name of Chapter 16, the Lunar Wolves, was changed to Sons of Horus prior to the Horus Heresy, and subsequently to the Black Legion, under which name it now serves the forces of Chaos.

Chapter Organisation

There are approximately a thousand chapters of Space Marines at the current time. The Chapters are distributed fairly evenly throughout the galaxy, some outside the confines of the Imperium, most concentrated around areas occupied by Orks or other dangerous races. At any one time approximately half the Space Marine chapters are engaged on exploratory missions, seeking out new worlds to conquer and and hounding hostile aliens to extinction.

Most Space Marine Chapters are organised using the rules laid down in a set of guidelines call the Codex Astartes. This book was written many thousands of years ago, and states that a Space Marine Chapter should consist of ten companies each of one hundred Space Marines. A company consists of ten squads each of ten men including a Sergeant. In addition to this basic fighting strength, each company has its own Captain, Standard Bearer, Chaplain and Apothecary.

A Chapter also includes a number of officers and specialists who stand aside from the company organisation. These individuals are known as the headquarters staff and they may be assigned to fight with a company in battle. Included amongst them are psychic Librarians from the Chapter's Librarius and Techmarines together with their Servitors.

The Master of each Space Marine Chapter is its leader and spiritual head. A Space Marine Master not only leads his troops in battle, but he also has to act as the figurehead for the whole Chapter. As some Chapters rule entire planets, a Space Marine Master may act as the head of government as well – effectively as the Imperial Commander of a whole planet.

A Space Marine Chapter includes a substantial organisation designed to provide everything needed by the Space Marine fighting units. This includes armouries and weapon shops, space fleet and vehicle construction and maintenance sites, research laboratories, information repositories, communication offices and cult chapels. These organisations employ many more individuals than the fighting units, but only a small proportion are actually Space Marines. The majority are hereditary slaves of the Chapter. These slaves are born to serve the Chapter. They are well treated, receive a fine education, and fulfil a vital role within the Chapter. Slaves regard themselves as part of the Chapter, and their loyalty is beyond doubt.

Although the Codex describes a number of ranks and responsibilities within the headquarters staff, only a very few of these officers actually accompany the Chapter to war. Many are non-combatants of advanced years whose roles are to find and train recruits or administrate the Chapter. Some ranks described by the Codex include the Chapter's Ancient (or Standard Bearer), the Master's Secretarius, the Lord of the Household, the Chapter's Armourer, the Commander of the Fleet, Victuallers, the Commander of the Arsenal, Commander of Recruits and Commander of the Watch.

There are relatively few of these senior officers as most non-combatant roles within the Chapter are performed by the Chapter's human serfs. The two largest groups are the Librarians and the Techmarines. Consequently, these two are set aside from the other headquarters staff and considered separately.

Each of the ten companies that comprises a Chapter is led by a Space Marine Captain and includes supernumeraries such as the Company's Chaplain and Apothecary. The fighting strength of each company is made up of ten squads each of ten Space Marines led by a Sergeant.

Of the ten companies comprising a Chapter, the 1st Company consists of veteran troops and is invariably the most powerful. The 1st Company is the only one able to use the rare and treasured Terminator armour.

All of the companies except the Scout company maintain Rhino transports for each of their squads and officers. The 1st Company also has a permanent establishment of Land Raiders for carrying Terminator squads. It is also customary for Dreadnoughts to remain a part of their company and their presence certainly bolsters the company's fighting strength.

The 2nd, 3rd, 4th and 5th are Battle companies, each consisting of six squads of tactical Space Marines, two of assault, and two of Devastators. These four Battle companies form the main battle lines and generally bear the brunt of the fighting. The Assault squads of the Battle company may be deployed as bike squadrons or land speeder crews.

Companies 6 and 7 are Tactical companies, each consisting of ten Tactical squads. These are intended to act as a reserve which may be used to bolster the main line, launch diversionary attacks, or stem enemy flanking moves. Company 6 is also trained to use the Space Marine bike and the entire company may be deployed as bike squadrons. Similarly, Company 7 squads are trained to fight with land speeders and the company acts as a light vehicle reserve formation.

The 8th Company is an Assault company consisting of ten Assault squads. This is the most mobile company and is often equipped with jump packs, bikes and land speeders. The 8th Company is used in the assault role and wherever a strong hand-to-hand fighting force is needed.

The 9th Company is a Devastator company, consisting of ten Devastator squads. It is the most powerfully equipped company in the Chapter and is used to bolster defence points and provide long range support.

The Chapter's 10th Company is its Scout company consisting of a number of Scout squads. Scouts are youths who have been recruited and partially transformed into Space Marines. Until their physical transformation and training is complete they fight as Scouts. There is no formal size for a Scout company as the rate of recruitment is not fixed.

Although most Chapters follow the guidelines in the Codex Astartes, this is not true of every single one. Some Chapters have a completely different Chapter organisation,such as the Geat Companies used by the Space Wolves, while many others include unique formations and companies that are not described in the Codex Astartes such as the Ravenwing of the Dark Angels Chapter or the Death Company of the Blood Angels. The majority of Chapters, though, follow the teachings of the Codex Astartes and treat its words as holy writ that should be followed as closely as possible.

SPECIAL RULE

5.1.1 They Shall Know No Fear

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- *It takes two Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any left over Blast markers).*
- *Space Marine formations are only broken if they have two Blast markers per unit in the formation.*
- *Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.*
- *When a broken Space Marine formation rallies then it receives a number of Blast markers equal to the number of units, rather than half this number.*

SPACE MARINE CHAPTER ORGANISATION

HEADQUARTERS STAFF

Master of the Chapter
Senior officers
Administrative staff
Support personnel

ARMOURY
Techmarines
Servitors

LIBRARIUS
Chief Librarian
Epistolaries
Codiciers
Lexicaniums

VETERANS

1st (VETERAN) COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
20 Terminator
or
10 Veteran

Support:
Dreadnoughts
Rhinos
Land Raiders

BATTLE COMPANIES

2nd COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

3rd COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

4th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

5th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

RESERVE COMPANIES

6th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos
Bikes

7th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos
Land Speeders

8th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Assault

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

9th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Devastator

Support:
Dreadnoughts
Rhinos

SCOUTS

10th (SCOUT) COMPANY

Captain
Chaplain
Apothecary

Squads:
Scouts

Note: The coloured borders around the various company boxes denote the company colours which are repeated on the Space Marines' armour and banners. In addition to the vehicles and war machines listed, the Chapter has access to a vast range of other military hardware. This includes entire companies of Land Raiders, Predators and the like as well as special artillery and weaponry. Individual armoured vehicles and support gear are supplied to the companies, in appropriate livery, by command of the various captains.

5.1.2 SPACE MARINE UNITS

The following section describes all of the different units used by the Space Marines, and provides all of the information you will need to use them in your games of Epic. Space Marine armies have a strategy rating of 5, and all Space Marine formations have an initiative rating of 1+ and use the 'They Shall Know No Fear' special rule.

The Space Marines of the Adeptus Astartes are an accurate, decisive fighting force. Each Space Marine represents the pinnacle of human genetic engineering. Their bodies are enhanced by various implants, making their senses far better than a normal man's. This physical superiority is combined with extensive indoctrination and hypnotic therapy, ensuring each Space Marine is unswervingly loyal to his Chapter and the Emperor. Space Marines literally know no fear and when even the bravest human would run in terror, they will continue fighting at the forefront, blasting their foes with their rapid-firing boltguns.

Although exceptional warriors, Space Marines are comparatively few in number – each Chapter operates with around a thousand warriors at one time, and there are only about one thousand Chapters to help defend the whole of the Imperium. However, what the Space Marines may lack in numbers they more than make up for in bravery and skill. They fight with surgical precision, using their swift Rhinos and Thunderhawks to strike at the heart of the enemy, eradicating their high command and capturing vital installations. They are also excellent terror troops – the mere threat of a Space Marine assault has quelled rebellions in the past and few can withstand the fury of their attack. The Space Marines tanks and armoured fighting vehicles are geared towards this role also, with the rapid Predator and hulking Land Raider battle tanks making up the bulk of their armoured columns. Even their artillery, the Whirlwind, is rapid-moving, laying down a cover of supporting fire for the advancing Space Marines. As well as being terrifying shock troops, Space Marines excel in defensive situations too. Their heavy armour and special training allows them to withstand attack after attack against seemingly overwhelming odds, coming out at the end battered but victorious.

SPACE MARINE COMMANDER

The Commanders of the mighty Adeptus Astartes are numbered amongst the greatest warriors in the service of the Emperor, veterans of countless wars and resolute beyond measure. How leaders are chosen from within the ranks varies from Chapter to Chapter as does their combat doctrine. The one constant is the ability for any Space Marine Commander, whether they are Chaplain, Captain or Librarian to forge the efforts of several squads into a single battle plan. A squad of Space Marines on their own is a force to be reckoned with, but when combined with other squads as part of an integrated plan they are virtually unstoppable. Renowned for their tenacity of purpose and iron will, Space Marine Commanders will inspire their brothers to press home an assault even after sustaining casualties that would have lesser troops fleeing in terror.

SPACE MARINE COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Power Weapon	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)
Smite	(15cms)	Small Arms	Macro-weapon, Extra Attack (+1)

Notes: Space Marine Commanders can be one of four types: Captains, Librarians, Chaplains, or Supreme Commanders. All are *Characters* and have an *Invulnerable Save* and the *Leader* abilities. Captains also have the *Commander* special ability. Librarians have a *Smite* attack (listed in the weapon section above). Chaplains are *Inspiring*. Supreme Commanders have the *Supreme Commander* ability.

SPACE MARINE TERMINATORS

Terminators are heavily armed and equipped with immensly strong Terminator armour. The knowledge of how to produce Tactical Dreadnought or Terminator armour is long lost to the Imperium, its origins a jealously guarded secret of the Adeptus Mechanicus. Most Adeptus Astartes Chapters maintain a precious few full suits, each maintained with almost sacred reverence by the Chapter's Tech Priests. Terminator armour is only granted to the Chapter's finest warriors and commanders, each suit bearing the mark of those that have fallen before them. Encased in layered ceramite armour and powerful servo systems, a Terminator Marine can withstand a direct hit from all bar the most powerful of weapons whilst delivering a brutal attack from the suit's augmented combat systems. Out of all of the elite Space Marines, it is the power and skill of those wearing Terminator armour that is most feared by the enemies of the Imperium.

SPACE MARINE TERMINATORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+

Weapon	Range	Firepower	Notes
Storm Bolters	(15cms)	Small Arms	—
2 x Assault Cannon	30 cm	AP5+/AT5+	—
Power Weapons	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)-

Notes: *Reinforced Armour, Teleport, Thick Rear Armour.*

SPACE MARINE TACTICAL SQUAD

Tactical squads make up the bulk of Space Marine forces on Armageddon and are at the heart of virtually all special operations staged during Ghazghkull's invasion. Equipped to serve a flexible battlefield role, they were often tasked with the hardest of all objectives to either assault or secure. Such was the fate of the Celestial Lions who were given the job of destroying the Gargant construction yards at Mannheim Gap. Tactical Squads from four Companies led the assault in Rhino transports only to discover the Gargants there were already fully operational. Massively outgunned the Celestial Lions heroically engaged the Gargants, but lacking the firepower needed to penetrate their power fields were eventually surrounded and destroyed. Although a grievous loss to the Imperial forces on Armageddon, Tactical squads still fight at the centre of Space Marine operations in the Armageddon sector, winning back ground in lightning hit and run raids that suit the highly mobile nature of the Adeptus Astartes.

SPACE MARINE TACTICAL

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+

Weapon	Range	Firepower	Notes
Bolters	(15cms)	Small Arms	—
Missile Launcher	45cm	AP5+/AT6+	—

SPACE MARINE ASSAULT SQUAD

Assault squads are equipped with jump packs and close combat weapons. Known for their martial savagery, the Blood Angels played a prominant part in the Armageddon conflict under the leadership of Commander Dante. In particular, several of the Blood Angels assault squads reputedly retook the factory district and censorium at Hive Infernus from Ghazghkull's forces after a protracted and particularly bloody firefight against some of Ghazaghkull's own elite Nobz. Led by Dante himself and his Honour Guard, several Blood Angels assault squads stormed the complex in a bold aerial drop from Thunderhawk Gunships taking the Orks completely by surprise. After securing the factory complex, Dante's force used their jump packs to literally leap from one building to another, effectively bypassing the entrenched Ork positions at street level. Using their speed and mobility to outflank the Orks, Dante's Assault Marines captured the factory complex and demonstrated precisely why the Assault squads of the Adeptus Astartes are rightly feared and respected.

SPACE MARINE ASSAULT

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	3+	5+

Weapon	Range	Firepower	Notes
Bolt Pistols	(15cms)	Small Arms	—
Chainswords	(base contact)	Assault weapon	—

Notes: *Jump Packs*

SPACE MARINE DEVASTATOR SQUAD

Space Marine Devastator squads are equipped with additional heavy weapons and are used to provide support for Assault and Tactical squads. During the first days of Ghazghkull's assault several key communication and astropath facilities were overrun by the Orks. Realising that they would become isolated by the Orks advance, a task force from the Salamanders Chapter of Space Marines chose instead to make a stand at the Pyrian Deep promethium refinery. From positions high on the refineries' cooling towers, several Devastator squads engaged the advancing Orks at long range crippling over a dozen armoured vehicles in the first salvo alone. Forced to mount an assault on the refinery, the Orks counter-attacked over a period of three days, but each time were driven away from the complex by the combined firepower of the Devastators. Eventually, the refinery fell to heavy siege guns brought up from the assault on Infernus Hive, but not before the Salamanders had inflicted significant losses on Ghazghkull's forces.

SPACE MARINE DEVASTATOR

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	3+

Weapon	Range	Firepower	Notes
2 x Missile Launcher	45cm	AP5+/AT6+	—

SPACE MARINE SCOUTS

In most Space Marine Chapters, Scouts are initiates, not yet fully in combat and yet to earn their place amongst their veteran power armoured brothers. Deployed ahead of the main force, Scouts are the Chapter's eyes and ears, able to infiltrate enemy positions or disrupt vital supply lines. They are usually lightly armed with close range weapons. The constant breaching of Ork lines laying siege to Hive Tartarus was widely attributed to Space Marine Scout elements of the Angels Porphyr Chapter. Their hit and run attacks opened up a front allowing vital supplies to reach General Kurov's besieged Imperial Guard forces within. Scout squads also saw action as part of the successful South Primus Front where their skills in infiltration were used to hunt out surviving pockets of the Orks Blackfire tribe. Aided by Titans from Legio Tempestor and Legio Victorum, the Orks were driven back into the equatorial jungles east of Anthrand pursued by scouts from the Space Wolves Chapter.

SPACE MARINE SCOUTS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	5+

Weapon	Range	Firepower	Notes
Shotguns	(15cms)	Small Arms	—
Heavy bolter	30cm	AP5+	—

Notes: *Scouts, Infiltrators*

SPACE MARINE DREADNOUGHT

When a Space Marine falls in combat, the loss is sorely felt within the Chapter, such is the bond between brother Marines. Not all fatally wounded Space Marines are destined to die however; those whose bodies are shattered beyond repair may yet fight on within the sarcophagus of a Space Marine Dreadnought. For a Space Marine this is a great honour, and one only bestowed upon the Chapter's finest warriors after centuries of service. Sustained and kept alive within the sarcophagus, the link between their physical being and the Dreadnought's systems is absolute and for the remainder of their life. Only awakened from stasis at times of great need, the Chapter's Dreadnoughts fight alongside their former battle brothers, adding armoured might and heavy weapons to an already formidable fighting force.

SPACE MARINE DREADNOUGHT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+

Weapon	Range	Firepower	Notes
Missile Launcher	45cm	AP5+/AT6+	—
Twin Lascannon	45cm	AT4+	—
OR			
Power Fist	(base contact)	Assault weapon	Macro-weapon, Extra Attacks (+1)
Assault Cannon	30cm	AP5+/AT5+	—

Notes: *Walker*. Note that a Dreadnought may be armed with either a Missile Launcher and Twin Lascannon or a Power Fist and Assault Cannon, not all four weapons!

SPACE MARINE BIKE SQUADRON

Space Marine Bike squadrons carry out vital reconnaissance and assault missions, often operating on their own well behind enemy lines. Vital to the Imperial war effort on Armageddon was the continued supply of fresh water pumped from the water purification plants at Phaedra River and St Capilene, both situated in the frozen wastes of the southern continent. Tasked with securing these facilities, Space Marines from the White Scars Chapter mounted raids against the Orks of Gorsnik Magash that were staged there, drawing them into a four week running engagement. Unable to catch the bike mounted White Scars ,the Orks were forced to fall back in frustration, but not before Suboden Khan's Tulwar Brotherhood had put the Orks' submersible shipyards to the torch. Defeated and demoralised, the Orks were eventually routed from the Deadlands by several bike formations of White Scars that mounted a daring raid on the Ork drop site, crippling their remaining defences and adding another battle honour to the Tulwar's Horsetail Banner.

SPACE MARINE BIKE

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	4+

Weapon	Range	Firepower	Notes
Bolters	(15cm)	Small Arms	—
Chainswords	(base contact)	Assault weapons	—

Notes: *Mounted*

SPACE MARINE ATTACK BIKE

Attack Bikes bring much needed firepower to Space Marine bike squadrons and are often deployed in support of these fast moving units where their heavy bolters are used to provide long-range fire support, in much the same way that Devastators provide support for Tactical and Assault Marine squads. The incorporation of Attack Bikes into a highly mobile fighting force is particularly favoured by a number of Chapters, not least amongst them the White Scars who use them extensively within their 'Brotherhoods'. Several Chapters have also used Attack Bike squadrons in their own right as outriders for larger armoured assault forces, as ably demonstrated by the Black Templars at Stygies Bridge where two squadrons of Attack Bikes punched a hole in the Ork lines allowing elements of the Templars Third Crusade Force to secure the northern highway and briefly stem the Ork advance towards Helsreach.

SPACE MARINE ATTACK BIKE

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	4+	5+	4+

Weapon	Range	Firepower	Notes
Heavy bolter	30cm	AP5+	—

LAND SPEEDER

The discovery of design templates for anti-gravitic plates by the famed Technoarchaologist Arkhan Land during his expedition of the Librarius Omnis on Mars is widely attributed to the eventual construction of the Land Speeder. Used by virtually every Space Marine Chapter in the Imperium, the Land Speeder's role as a fast reconnaissance and attack vehicle is not underestimated, especially by the Ultramarines who use over a dozen such vehicles within the 7th and 8th reserve companies alone. The Land Speeder's greatest weakness however is in its thin armour. It was originally designed as an unarmed transport vehicle, and so sacrifices had to be made to the vehicle's ceramite plating in order to carry weapon systems and crew-members wearing heavy power armour. Because the vehicle is lightly armoured, Land Speeder crews rely on its high manoeuverability and terrain hugging abilities to evade enemy fire and survive.

SPACE MARINE LAND SPEEDER

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+

Weapon	Range	Firepower	Notes
Multi-melta	15cm	MW5+ *and* Small Arms	— Macro-weapon

Notes: *Skimmer, Scout. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.*

LAND SPEEDER TORNADO

The Tornado is a more heavily armed version of the Land Speeder designed to provide close support fire. Although not deployed on Armageddon during the early stages of the war, the Dark Angels Chapter is no stranger to the Ork Warlord Ghazghkull Thraka having faced his forces on Piscina IV. In the days that led up to the night assault on Koth Ridge, members of the Dark Angels' renowned Ravenwing struck Ghazghkull's camps in a bold daylight raid, cutting the Orks' supply lines and destroying several of their repair yards. Mounted in Tornado pattern Land Speeders, three squadrons evaded the Orks' northern pickets using the hills to mask their approach before descending on the camp strafing it with assault cannons and heavy bolters. Caught completely by surprise, the Orks were slow to react and sustained hundreds of casualties before they were able to return fire. The Speeders broke contact after making two further passe, having only suffered the loss of only a single Tornado to small arms fire.

SPACE MARINE LAND SPEEDER TORNADO

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+

Weapon	Range	Firepower	Notes
Assault Cannon	30cm	AP5+/AT5+	—
Heavy Bolter	30cm	AP5+	—

Notes: *Skimmer, Scout*

LAND SPEEDER TYPHOON

The Typhoon is another more heavily armed Land Speeder variant, in this case desinged to provide long-range anti-tank fire. After several attempted uprisings on the agri-world of Angarius raised concerns of sedition, two regiments of Pyran Dragoons were sent to subdue the local populace and detain several political governors. Accompanied by the Strike Cruiser *Ebony Talon* of the Night Hawks Chapter, the task force spent several months engaged in a bitter war against an increasingly hostile population. In an attempt to capture one of the local leaders, several platoons from the Dragoons 18th battalion found themselves trapped, encircled by Angarian Rebels and cut off from friendly forces. Whilst a rescue mission was mounted, Land Speeder Typhoons from the Night Hawks conducted non-stop sorties throughout the night, pounding the rebel positions with missile salvos and driving them back from the trapped Dragoons. Stopping only to rearm, the Night Hawks' Typhoons kept up the relentless barrage until in the face of the Chapter's furious assaults the rebels withdrew.

SPACE MARINE LAND SPEEDER TYPHOON

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+

Weapon	Range	Firepower	Notes
Twin Typhoon missile	45cm	AP3+/AT5+	—
Heavy Bolter	30cm	AP5+	—

Notes: *Skimmer, Scout*

SPACE MARINE VINDICATOR

The Space Marine Vindicator is a heavy support vehicle. During the uprising of Sabien IV, Imperial forces became embroiled in a bitter siege for the manufacturing citadel of Van Valdt. After several failed assaults, the deadlock was eventually broken with the aid of Vindicators from the Iron Hands Chapter who used the tank's reinforced armour and powerful siege cannon to quite literally blast their way into the city. Working in small squadrons of three tanks, the Vindicators and supporting Tactical squads of the Iron Hands 7th company breached the rebel defences time and time again making space for the supporting Imperial infantry to secure each district. Within five days, the final bastions of rebel resistance had collapsed under the Vindicators' brutal fire bringing to an end a siege that had lasted over three months. Out of a total of seven squadrons, not a single Vindicator was lost making the Van Valdt engagement one of the Iron Hands most successful campaigns to date and ensuring the Vindicators legendary status as 'siege breaker'.

SPACE MARINE VINDICATOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Demolisher	30cm	AP3+/AT4+	Ignore Cover

SPACE MARINE WHIRLWIND

The Whirlwind turret provides long ranged fire support for Space Marine Chapters and is most often deployed when a target requires 'softening up' prior to a full scale assault. During the Kharmallan Fields campaign, Whirlwinds belonging to the Black Consuls Chapter conducted a fourteen hour long bombardment of rebel positions in preparation for the launch of the ground offensive. In total over six thousand missiles were launched by the three squadrons of Whirlwinds, resulting in a five mile front being opened up in the rebel lines and the destruction of several key defensive positions. Although the Black Consuls offensive was deemed a huge success and the ensuing ground assault resulted in the total collapse of the rebel force in the southern continent, all of the Whirlwinds were lost to a surprise counter-strike by a rebel tank battalion. Unprotected and forward of the Consuls' main force the Whirlwinds provided an all too easy target for the enemy tanks. Their loss was a sad blow to the Chapter.

SPACE MARINE WHIRLWIND

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+

Weapon	Range	Firepower	Notes
Whirlwind	45cm	1BP	Indirect Fire

SPACE MARINE HUNTER

Until the Hunter Multi-Launcher STC template was unearthed, most Space Marine Chapters lacked any effective anti-air capability. Attempts to retro-fit the Whirlwind for an anti-air role proved to be disastrous, and after several modified Whirlwinds belonging to the Exorcists Chapter failed to engage incoming Ork Bommers most have been withdrawn from active service. Using a different set of targetting algorithms, the hunter missile is both faster and more maneuverable than those launched by the Whirlwind. The Hunter is mounted on the Rhino hull and uses a single launch platform with a side mounted sensor and precognitive targeting array. Missiles are fed onto the launch rail by a cylindrical drum feed located on the opposite side to the targeters. After launch, fins extend from the body of the missile, allowing it to be guided towards its target. With a longer operational reach compared to the Whirlwind, the Hunter is finding favour with the Tech Adepts of the Adeptus Astartes, some have further modified the launcher to house paired launch units and a central sensor array in an effort to further improve its capabilities.

SPACE MARINE HUNTER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+

Weapon	Range	Firepower	Notes
Hunter-killer	60cm	AT4+/AA4+	—

SPACE MARINE LAND RAIDER

The Land Raider is a heavily armoured battle tank and transport vehicle. The Land Raider's heritage predates even the Imperium, and it is still one of the most devastating tanks in the Adeptus Astartes' arsenal. It is protected by multiple layers of bonded ceramite and adamantium, making it impervious to all bar the most destructive weaponry. It is capable of operating within virtually any environment, even a vacuum. With transport capacity for a full squad of Space Marines, their field supplies, munitions and medical facilities, the Land Raider is well suited for striking deep behind enemy lines and surviving long periods in the field. Equally impressive is the Land Raider's offensive capabilities, four lascannons and twin-linked heavy bolters allow it to deliver punishing supporting fire capable of smashing through enemy tanks and infantry alike. Although once produced in great numbers there are now few Forge Worlds still able to manufacture them, making the Land Raider one of the Space Marines' most valued artefacts.

SPACE MARINE LAND RAIDER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+

Weapon	Range	Firepower	Notes
2 x Twin Lascannon	45cm	AT4+	—
Heavy bolter	30cm	AP4+	—

Notes: *Reinforced Armour. Thick Rear Armour, Transport (may carry one Terminator unit OR two of the following units: Space Marine Tactical, Devastator & Scout units)*

SPACE MARINE RHINO

For ten millennia, the Rhino has served as the principal armoured transport of the Space Marines. Its versatility and reliability are much prized by the Tech Priests who manage and maintain them for each of the different Space Marine Chapters. The Rhino is capable of transporting up to ten fully equipped Space Marines within its hold, making it ideally suited for rapid deployment into rugged and hostile conditions where its speed and reinforced ceramite armour are put to good use. Typically, Rhinos are only lightly armed with a single hatch-mounted storm bolter for close support. However the Rhino is a superbly adaptable vehicle, and it is not uncommon for Tech Priests to attach an additional storm bolter onto the spare pintle mount or even retro fit a single hunter killer missile depending upon the circumstances of the Chapter's deployment. Such is the Rhinos success that there are very few Space Marine Chapters that do not maintain a sizeable number of these venerable transports.

SPACE MARINE RHINO

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+

Weapon	Range	Firepower	Notes
Stormbolter	(15cm)	Small Arms	—

Notes: *Transport (may carry two of the following units: Space Marine Tactical, Devastator & Scout units)*

SPACE MARINE RAZORBACK

The combination of armoured transport and support weapon makes the Razorback one of the most versatile vehicles available to the Space Marines, but not necessarily one of the most popular. Viewed by some Chapters as a poor trade off between transport and a fully fledged fighting vehicle, the Razorback nevertheless boasts an impressive tally of campaign victories. Used extensively by the Space Wolves Chapter for their veteran Grey Hunters, the Razorback's turret mounted heavy weapon system makes up for the often reduced number of members in a Grey Hunter pack as proved during the Mamontov Incursion. Mounted in Razorbacks six Grey Hunter packs from Bjorn Stormwolf's Great Company retook the planet's valuable mineral reprocessing facility using the Razorback's lascannons to knock out the refinery's heavy weapon batteries prior to the assault. Once inside, the Razorbacks defended the perimeter until the Space Wolves' own Predator tanks could be brought in.

SPACE MARINE RAZORBACK

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+

Weapon	Range	Firepower	Notes
Twin Heavy Bolter	30cm	AP4+	—
OR Twin Lascannon	45cm	AT4+	—

Notes: *Transport (may carry one of the following units: Space Marine Tactical, Devastator & Scout units)*
Note that a Razorback may be armed with either a Twin Heavy Bolter or Twin Lascannon, not both!

PREDATOR ANNIHILATOR

Unusually, the design for the 'Annihilator' variant of the Predator is attributed to the Iron Priests of the Space Wolves Chapter rather than a rediscovered fragment of Dark Age technology. Finding themselves besieged by Traitor armour during the Skarath Crusade and without the support of their Land Raiders, the Space Wolves ingeniously refitted their Predators to carry lascannons normally used by their Long Fang packs. Drawing energy directly from the Predator's thermic power plant, the Annihilator's lascannons were easily a match for the traitor tanks, enabling the Space Wolves to break out from the ring of armour encircling them. Although the Space Wolves actions were viewed as blasphemy and desecration by the Adeptus Mechanicus, they grudgingly concluded that the design of the 'Annihilator' was successful and two centuries later proclaimed it had the blessing of the Machine God. Favoured by some Chapters and detested by others, the Predator Annihilator is nevertheless manufactured by more than just the Space Wolves.

SPACE MARINE PREDATOR ANNIHILATOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+

Weapon	Range	Firepower	Notes
Twin Lascannon	45cm	AT4+	—
2 x Lascannon	45cm	AT5+	—

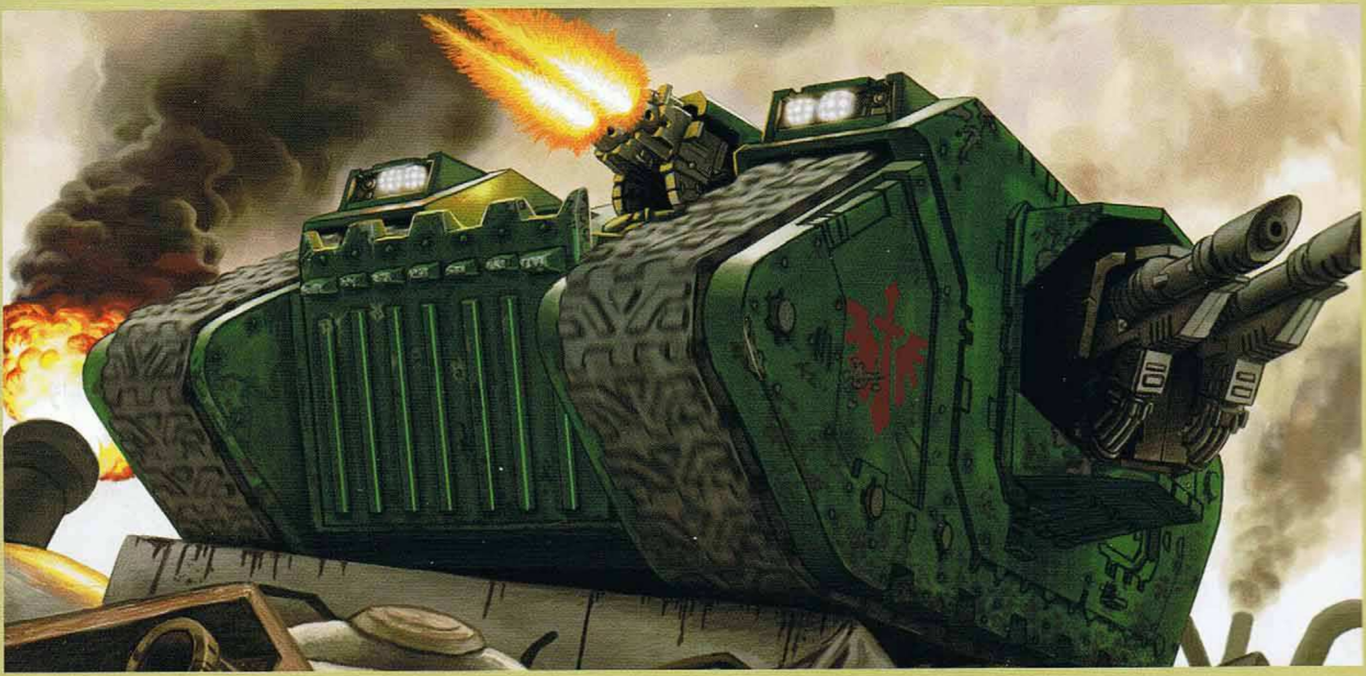
PREDATOR DESTRUCTOR

In what was possibly the largest deployment of Space Marine heavy armour on Armageddon, Predators from the Salamanders Chapter clashed with Kroksnik's Deth Traks in the ash wastes north of Hive Acheron. Divided into three formations, the Salamander Predators drove an armoured wedge between Kroksnik's forces and the traitor Von Strab ,effectively cutting off the Orks from reinforcing Von Strab's supporters within the Hive. Relocating after each assault, the Salamanders harassed the Orks in running engagements for over two days until confronted by Kroksnik's Battle Fortresses where they forced to withdraw. Returning to the Hemlock Cordon, the Predators were eventually redeployed as part of the Salamanders' offensive against the Ork Roks to the north–east of Acheron. Aided by Legio Metallica Titans, the Salamanders Predators were pivotal in the destruction of two out of the three gigantic asteroid fortresses there.

SPACE MARINE PREDATOR DESTRUCTOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+

Weapon	Range	Firepower	Notes
Autocannon	45cm	AP5+/AT6+	—
2 x Heavy Bolter	30cm	AP5+	—



SPACE MARINE SPACECRAFT

Space Marine Chapters include their own fleet of Battle Barges and Strike Cruisers that are specifically designed to transport the Chapter's troops to battlefields located anywhere in the galaxy.. During Ghazghkull's invasion of Armageddon, Battle Barges and Strike Cruisers from over two dozen Adeptus Astartes Chapters were called to the sector to assist in the planet's defence, their huge bombardment cannons, normally used for planetary assaults instead turned against the massive Ork invasion fleets. Under the command of the Black Templars High Marshal Helbrecht, the Space Marine fleet, consisting of over one hundred Space Marine craft was pivotal in the destruction of the Ork hulks *Rumbledeth* and *Rokdroppa*. With all of their ground forces committed to the surface of Armageddon, the fleet was then free to assist the remnants of the Imperial Navy for most of the remainder of the war. Those Battle Barges and Strike Cruisers that remained in orbit around Armageddon provided vital support for the Chapter's troops on the ground, either re-supplying them or conducting fire missions with the ship's huge gun batteries, or landing reserve troops straight into battle in drop pods and landing craft.

SPACE MARINE STRIKE CRUISER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a

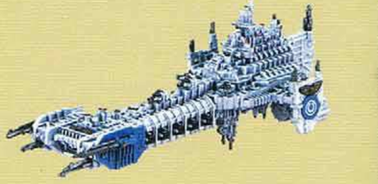
Weapon	Range	Firepower	Notes
Orbital Bombardment	n/a	5BP,	Macro-weapon

Notes: *Transport (may carry twenty of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus twenty of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus six Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board).*

SPACE MARINE BATTLE BARGE

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Orbital Bombardment	n/a	14BP	Macro-weapon



Notes: *Transport (may carry sixty of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus sixty of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus nine Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board). Slow and steady – may not be used on the first two turns of a battle unless the scenario specifically says otherwise.*

SPACE MARINE LANDING CRAFT

Space Marine Landing Craft are assault vehicles designed to quickly deliver troops to a planet's surface. Like Space Marine Drop Pods they are launched from orbiting spacecraft, the main difference being that a Landing Craft can carry whole detachments of Space Marines plus their supporting vehicles. After the Landing Craft leaves its parent ship, powerful thrusters quickly accelerate it to speeds of several thousands of kilometres an hour, making it next to impossible for defence batteries to target as it plummets through a planet's atmosphere. Then, seconds before the Landing Craft is about to hit the ground, ballistic charges blow away the disposable heat shields protecting the landing craft and the vehicles transported upon it, and secondary engines and antigrav devices are employed to rapidly slow down and level out the craft's descent, allowing it to touch down safely. Even before it stops, gun turrets swing into action and hatches slam down to allow the troops inside to deploy. Within twenty or thirty seconds of leaving their spacecraft, any troops and vehicles will be on the ground and in action, supported by the gun batteries mounted on the Landing Craft itself.

SPACE MARINE LANDING CRAFT

Type	Speed	Armour	Close Combat	Firefight
War Engine	Bomber	4+	5+	3+

Weapon	Range	Firepower	Notes
2 x Twin Lascannon	45cm	AT4+	—
3 x Twin Heavy Bolters	15cm	AP4+/AA5+	—
Storm Bolters	(15cm)	Small Arms	

Damage Capacity 4. Critical Hit Effect: The Drop Ship's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cms of the Drop Ship suffer one hit.

Notes: Planetfall, Reinforced Armour. Fearless. Transport (may carry twelve of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units. Terminators and Dreadnoughts take up two spaces each. In additio,n the Landing Craft can carry four Land Raiders or six of the following units: Rhino, Razorback, Hunter, Whirlwind, Predator, Vindicator.

SPACE MARINE THUNDERHAWK GUNSHIP

Thunderhawks are heavily armed transport aircraft, used to airlift Space Marines to the battlezone and then provide them with supporting fire. Close to the equatorial jungles on Armageddon, the critically strategic port of Mire Anchorage came close to being overwhelmed by a force of feral Orks hundreds of thousands strong. Massively outnumbered, the five regiments of Hive Militia garrisoned there would have been swept away if not for the timely arrival of two companies from the Storm Lords Chapter. Launched from the orbiting Battle Barge *Dominatus Furio,* three pairs of Thunderhawk Gunships carrying one hundred and eighty Space Marines descended on Mire Anchorage in one of the boldest aerial drops of the entire campaign. Running the gauntlet of Ork Fighta Bommas, the six Thunderhawks successfully touched down to the west of the port delivering its cargo before immediately lifting off to conduct close support operations for the ground forces. Over the course of the following days and months, the Storm Lords Thunderhawks conducted over three hundred sorties, making them one of the most active airborne units of the war.

SPACE MARINE THUNDERHAWK GUNSHIP

Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	4+	6+	4+

Weapon	Range	Firepower	Notes
Battle Cannon	75cm	AP4+/AT4+	Fixed Forward Arc
2 x Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc
1 x Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc
1 x Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc

Damage Capacity 2. Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.

Notes: *Planetfall, Reinforced Armour, Transport (may carry eight of the following units: Space Marine Tactical, Assault, Devastator , Scout, Bike, Terminator or Dreadnought units. Terminators and Dreadnoughts take up two spaces each.)*

SPACE MARINE DROP POD

Drop pods are launched from low orbit by the Chapter's Strike Cruisers and Battle Barges, and have been used by the Space Marines for thousands of years as a way of deploying their forces rapidly to a planet's surface. Powered by a single main engine in the pod's core and several small attitude adjustment thrusters, the Drop Pod plummets through the atmosphere before small braking thrusters located underneath the pod arrest its velocity prior to landing. Capable of holding five power armoured Space Marines and their equipment, thick ceramite plating around the base of the pod protects the Space Marines from the fierce temperatures of re-entry as well as providing an armoured platform from which to fight from. Once on the ground, locking clamps release the side doors and restraining bars, allowing the Space Marines to deploy quickly from the pod and straight into combat. Although not confirmed, it is rumoured that the elapsed time between touch down and deployment is under four seconds.

SPACE MARINE DROP POD

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	Immobile	5+	none	none

Weapon	Range	Firepower	Notes
Deathwind	15cm	AP5+/AT5+	See special rules below.

Notes: *Planetfall, Transport (may carry one formation that includes only Tactical, Devestator, Scout and Dreadnought units). After the drop pod lands, its Deathwind attacks all enemy units within 15cms. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cms of the drop pod or within 5cms of another unit from the same formation that has already landed, so long as all units are placed within 15cms of the drop pod. Drop pods may not be used to claim a crossfire.*

Design Concept: In reality, each Space Marine unit in the formation will be carried in a separate drop pod. The drop pods are all fired off together in a tight pattern so that they land near to each other. Each such pattern of drop pods will be accompanied by one or two Deathwind pods, which are fired slightly ahead of the transport pods and which use automated weapon-systems to shoot at enemy units in the landing area. The special rule above captures this well, without requiring players to use lots of drop pod models.

5.2 IMPERIAL GUARD

"For every battle honour, a thousand heroes die alone, unsung, and unremembered."

The Imperial Guard is the largest and most important fighting force of the Imperium. It is divided into innumerable armies and scattered throughout the galaxy across hundreds of war zones. Its administration and provisioning occupies the entire efforts of the Departmento Munitorium, the munitions and supply department of the Administratum. Even this colossal organisation has no real idea of exactly how many troops are under arms, as the continuous toll of casualties and influx of recruits may run to millions in a single day.

The vast size of the Imperial Guard is some indication of the scale of humanity's struggle. Aliens are everywhere, rebellious humans await their chance to strike at vulnerable worlds, even supposedly loyal Imperial Commanders may be prepared to risk war in order to further their personal fortunes and ambitions.

Recruitment

Every planet in the Imperium has its own independent army, recruited and controlled by its Imperial Commander. These local armies are huge but they are confined to a defensive role within their home system. Apart from seeing off aliens and human bandits based on nearby worlds, these local defence forces are often involved in internal struggles on their homeworld. It is a rare planet where the Imperial Governor rules completely unchallenged! The Adeptus Terra cares little for such petty affairs, and is quite content to let Imperial Commanders fight amongst themselves and with their subjects.

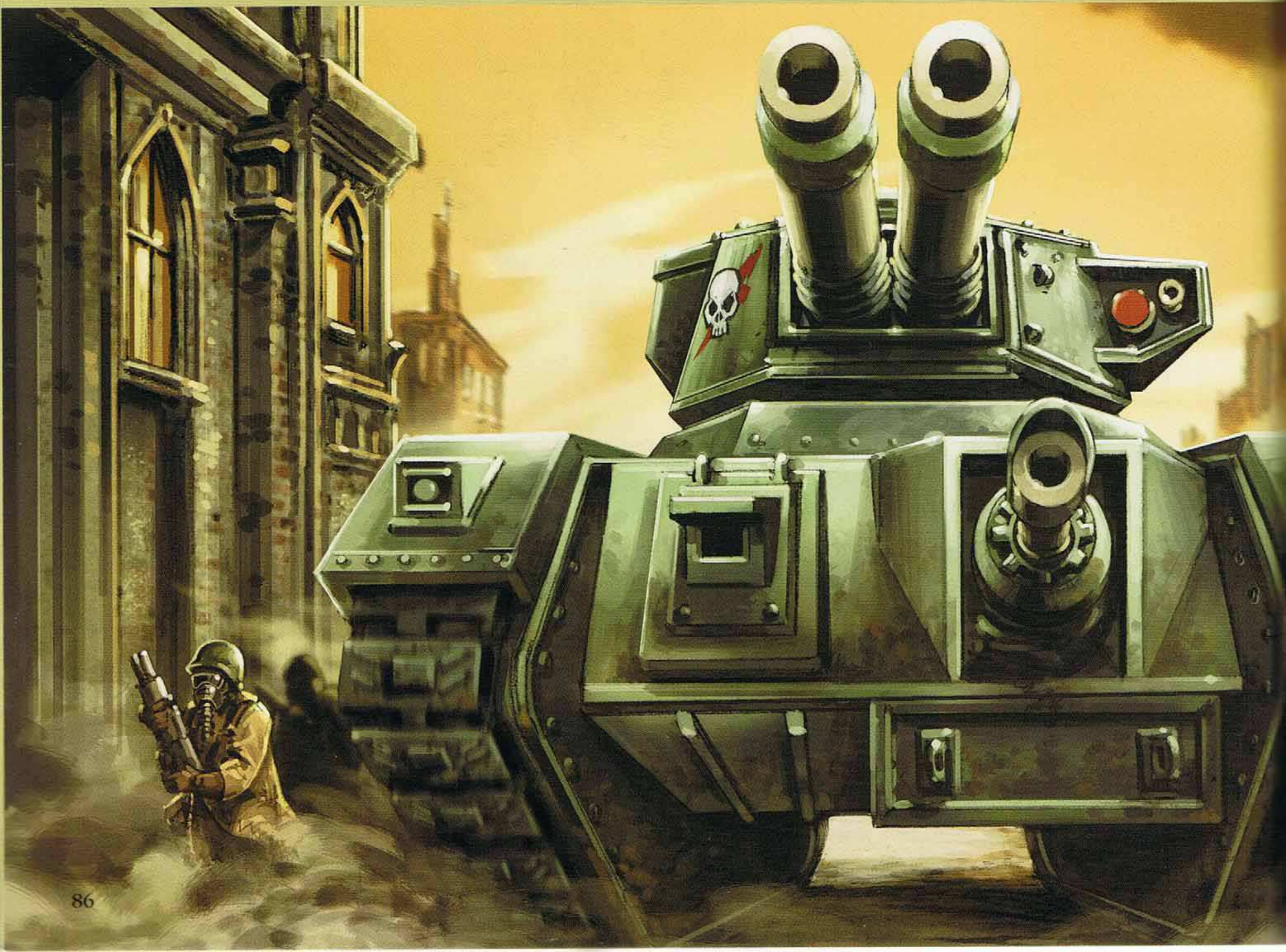
The Imperial Guard is recruited from these independent planetary forces from worlds throughout the Imperium. According to an ancient law, Imperial Commanders must provide a portion of their best troops for Imperial service.

The Departmento Munitorium supervises the recruitment of new Imperial Guard regiments. Each regiment numbers between 2,000 and 6,000 men, and is named after the planet where it was recruited. Troops regard themselves as belonging first and foremost to their regiment, which consists of their comrades from the same world, who speak the same dialect, and practise the same social customs.

Many Imperial Guard regiments are recruited from the savage urban environments of hive worlds, planets where family or corporate-based warfare is more or less endemic. Such troops are battle-hardened long before they are recruited into the Imperial Guard, and are regarded as the best raw material for a fighting regiment. Other favourite recruiting grounds are the feral and medieval planets as these tend to have a natural warrior caste. These primitive warriors must be thoroughly trained to use modem weapons, but they are not discouraged from native practices such as head-hunting and the taking of scalps and other trophies. Similarly, the wearing of warpaint and barbarous battlegear is regarded as perfectly acceptable because such customs serve to encourage the troops and frighten the enemy.

Regiments

The galaxy is a diverse place with many strange and barbarous customs. Imperial Guard regiments come from many different planets and their native cultures, style of dress, technological background and warrior traditions differ



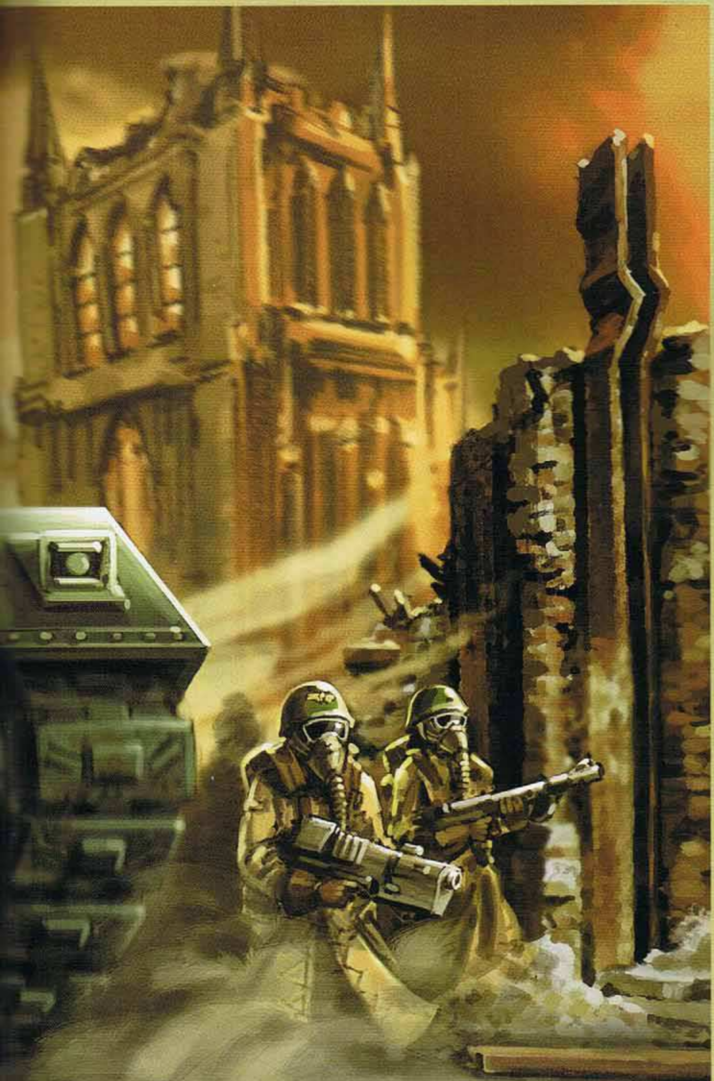
too. The Imperial Guard does not even try to impose uniform standards of dress or armament, preferring to exploit the unique strengths of each regiment, whatever they may be. Regiments therefore wear their native style of dress, although the issue of standard equipment and armour lead to a certain unity of appearance.

For example, the planet Attilea is renowned for the skill and courage of the warrior horsemen who rule the huge, grassy plains of their native world. When Attilean regiments are recruited into the Imperial Guard they become mounted regiments of Rough Riders. Although it may seem strange that horsemen have a place amongst the arcane technology of the Imperium, there are many worlds where these warriors prove their worth. The Attileans' ability to move rapidly and subsist from the land makes them ideal for infiltrating enemy lines and scouting ahead of advancing armies.

Initial Deployment

Once a regiment has been raised it is immediately shipped to its posting. While in transit the regiment receives further training as necessary. Some hive world regiments need little or no training as they will be familiar with most of the weapons they are likely to use. Other regiments may need longer or more intensive instruction. By the time the regiment arrives at its posting, it should be thoroughly trained and itching for battle.

A regiment can be posted straight into the heart of a conflict, but it will more likely be posted on a world that borders a warzone. The addition of an Imperial Guard regiment to the planet's forces is welcomed, especially if the world is under threat from attack, as is often the case.



A regiment can also be posted to a newly conquered or liberated planet to serve as a garrison. Garrison duties are not entirely without excitement, as newly reconquered worlds will still harbour pockets of resistance. In many instances a garrison must consolidate a planet from little more than an initial beachhead.

Commissars

Guard regiments come from all across the galaxy, from worlds which are often primitive or anarchic. Until their recruitment, troopers have little notion of their true place in the great Empire of Mankind. Imperial Commissars are appointed to Imperial Guard regiments to ensure that the troopers receive the right kind of leadership.

Commissars are important leaders in the Imperial Guard because regiments are often ill-disciplined and barbaric. Many come from savage worlds where warriors respect only strength and fighting prowess. Commissars exemplify both of these characteristics and are natural commanders.

The Organisation of an Imperial Guard Regiment

Organisationally, all Guard regiments are similar but not identical. A regiment will be divided into a number of Companies. The number of Companies is highly variable but ten to twenty is commonplace. If Companies are depleted by combat, it is more normal to reorganise them into a smaller number of full strength Companies than to maintain all of the original Companies. A Regiment is led by a Colonel, a Company, typically by a Captain. There are several other commissioned ranks however. Where several regiments are raised on a world they will commonly have a limited number of senior officers, some holding the rank of General. When such regiments join an Imperial Guard army, the senior officers are welcomed into the Departmento Munitorum's general staff where their detailed knowledge of the troops is extremely useful. Between Colonel and Captain there exists a range of ranks intended to establish a seniority of command within the Regiment. Across the Imperium there are almost as many titles for ranks as there are regiments, consequently Colonel, Captain and Lieutenant insignia may be worn by men whose rank name could be either Herzog, Chevalier, Centurion or Hetman.

A Company consists of a number of Platoons, if it is an infantry regiment. An armoured company will normally consist of a number of Squadrons, artillery companies will consist of a number of Batteries. Again, the terms vary enormously. To take infantry companies as the example however, a Company will have a Command Platoon, which will include any additional support units such as anti-tank squads or special weapons teams as well as containing the Company commander and his personal guard. There are then up to six platoons each made up of a HQ squad and up to six squads of ten men. At full strength therefore a Company could number almost four hundred men, though such large unwieldy organisations are the exception rather than the rule. More typically a full strength Company will number about 150-200 men.

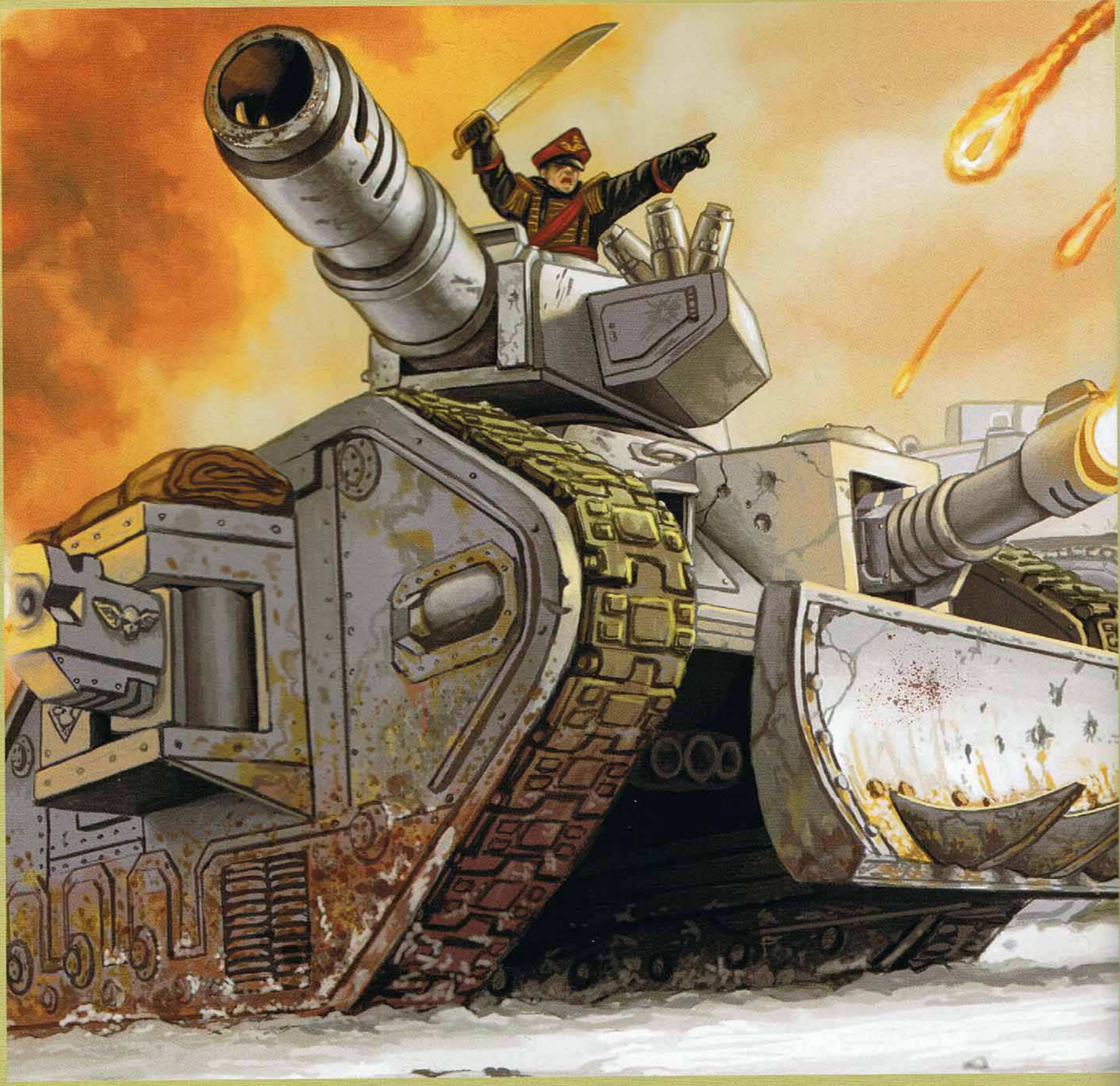
Regiments will often 'pick up' remnants or detachments from other formations. A temporary field assignment can easily become permanent and it is commonplace for Reconnaissance, Cavalry, Artillery and Armoured units to have part of their complement detached and assigned to Infantry formations. Similarly, infantry platoons or armoured fist squads are attached to more specialised formations to provide close support. This practice is inconsistent at best and confined to those regiments that are well-trained enough to benefit from combined arms tactics. It is the closest the Imperium comes to all-arms battle groups. Normally, these measures will be for the duration of a single campaign only, although there is a tradition that some highly specialist units such as Ogryns and Rough Riders can become a permanent part of the unit they are seconded to. This is largely because entire regiments of such specialists can prove unwieldy.

A regiment has a pool of officers approximately double the number it needs to command each company and each platoon. When it is called up, some will remain to form a cadre for the next regiment to be raised on that world, the others will be adopted into the army staff as part of the Departmento Munitorum. There would in addition be Commissars and other products of the Schola Progenium available to the Departmento Munitorum for command duties.

In battle, orders for an attack or operation will usually come down from army level, and will assign the regiment any support elements it requires. Because of their large size, regiments are usually called upon to carry out a number of operations or attacks simultaneously, and assaults involving all of the troops in an entire regiment are extremely rare, though by no means unheard of. The individual operations or assaults would be led by the most senior Company commander present. Usually the officer will be a member of the regiment's headquarters staff, and might be the Colonel of the regiment if the operation is of particular importance. If multiple regiments are co-operating then a member of the Lord General's staff would be ideal as leader but often the senior regimental commander would be in charge.

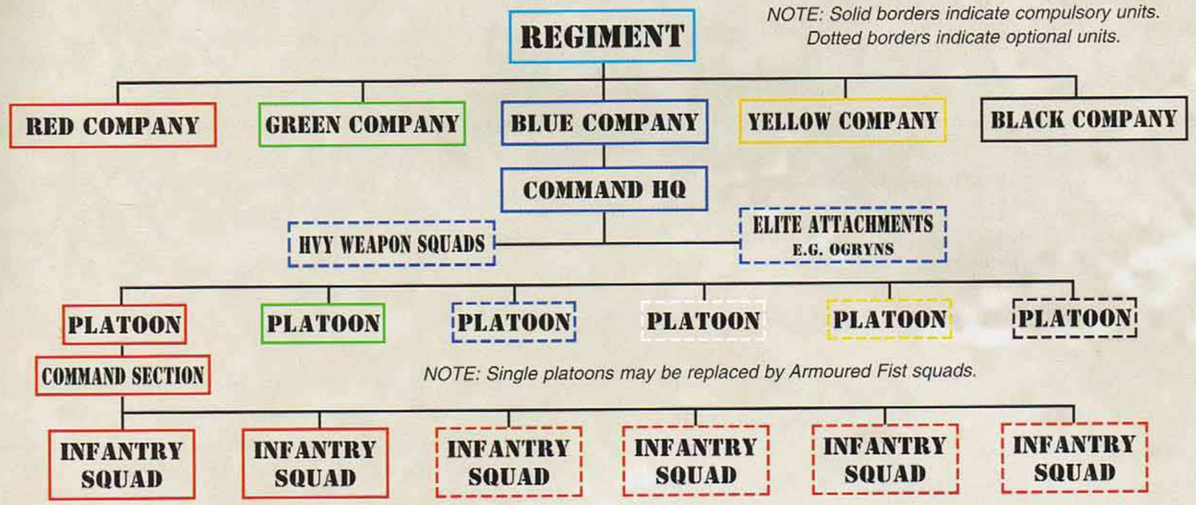
Imperial Guard Vehicle Patterns

Imperial Guard vehicles all have a specific *pattern*. This is simply the Forge World where the vehicle was built. For example, a Leman Russ Demolisher (Ryza Pattern) will have been built on the Forge World of Ryza. Vehicles of the same type that are built of different Forge Worlds often have slightly different weapon combinations, and may also vary slightly in appearance. Ryza is notted for its proficency with plasma weapons, for example, and because of this the Ryza pattern Demolisher has plasma cannon fitted in its side-sponsons rather than the heavy flamers commonly used in other Demolisher patterns.



IMPERIAL GUARD REGIMENTAL ORGANISATION

The charts below shows a typical example of the way Imperial Guard units are organised. You can choose to represent this organisation on your models if you want and there are lots of different ways of doing this. Vehicles especially benefit from some kind of marking and you can see lots of examples in the rest of this book.

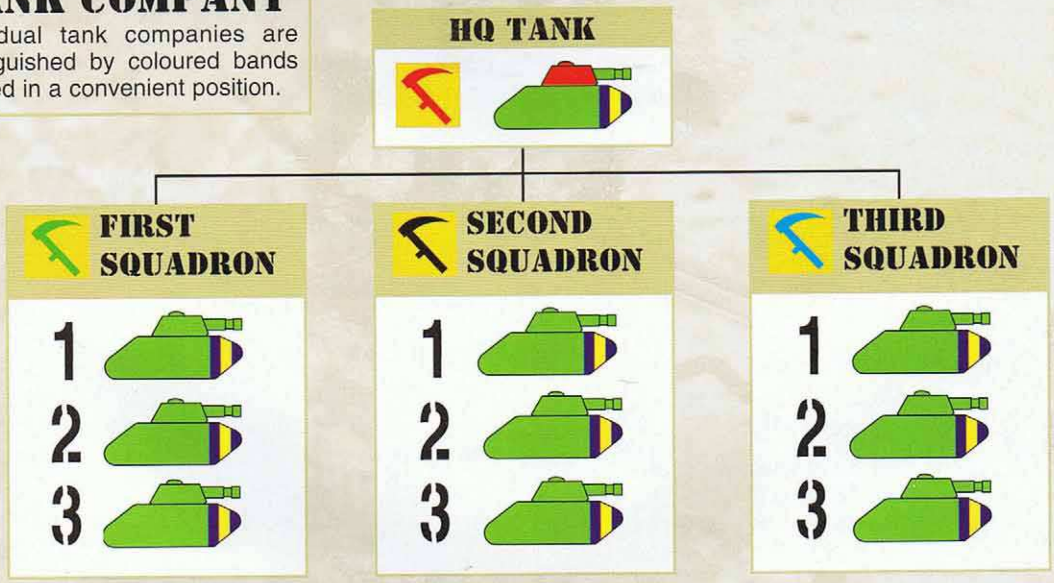

REGIMENT
RED COMPANY
GREEN COMPANY
BLUE COMPANY
YELLOW COMPANY
BLACK COMPANY
COMMAND HQ
HVY WEAPON SQUADS
ELITE ATTACHMENTS
E.G. OGRYNS
PLATOON
PLATOON
PLATOON
PLATOON
PLATOON
PLATOON
COMMAND SECTION
INFANTRY SQUAD
INFANTRY SQUAD
INFANTRY SQUAD
INFANTRY SQUAD
INFANTRY SQUAD
INFANTRY SQUAD

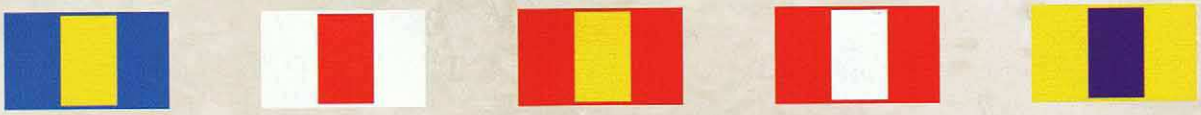
NOTE: Solid borders indicate compulsory units.
Dotted borders indicate optional units.

NOTE: Single platoons may be replaced by Armoured Fist squads.

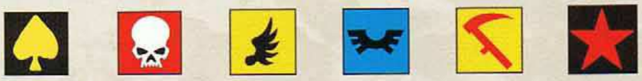
TANK COMPANY

Individual tank companies are distinguished by coloured bands painted in a convenient position.


HQ TANK
FIRST SQUADRON
1
2
3
SECOND SQUADRON
1
2
3
THIRD SQUADRON
1
2
3



Example of Tank company markings



Every company has its own distinctive badge, which is carried by every tank. Each squadron displays the badge in a different colour.

5.2.1 IMPERIAL GUARD UNITS

The following section describes all of the different units used by the Imperial Guard, and provides all of the information you will need to use them in your games of Epic. Imperial Guard armies have a strategy rating of 2, and all Imperial Guard formations have an inititaive rating of 2+.

The Imperial Guard is often likened to a sledgehammer – a huge and brutal weapon to use in battle. The Imperial Guard are not a swift, decisive army like the Space Marines, instead they are used to bludgeon a foe into oblivion in bloody campaigns taking months or even years. The might of the Imperial Guard can be turned to many specialised tasks, from sieges and siege-breaking to trench battles over hundreds of miles of battle front and huge armoured thrusts by whole regiments of tanks. Although one Imperial Guardsman can never be the equal of a Space Marine, there are thousands of men in each regiment, and it is in these huge numbers that the greatest strength of the Imperial Guard lies.

Although the numerous tomes of the Tactica Imperium lay down organisational and strategic doctrines, each Imperial Guard regiment has its own particular character depending upon the world of its raising and the campaign in which it is fighting. Some of these traits are purely aesthetic: uniforms, minor organisational details and so on. Others go much deeper and influence the style of fighting and the very character of the individual troopers. For instance, the Jungle Fighters of Catachan are spirited veterans used to hardship and fighting in close terrain, as their home planet is the lethal death world of Catachan. In contrast are the Mordian Iron Guard: rigid disciplinarians with an unswerving faith in their officers and the might of the Emperor. The Rough Riders of Attila are an extreme example – feral hunters who go to war on horseback, specialising in scouting out the enemy and launching swift and daring raids on enemy supply lines and reserves.

IMPERIAL GUARD SUPREME COMMANDER

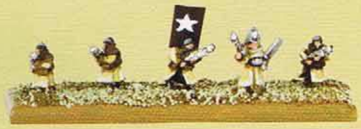
The notional title of 'Supreme Commander' is one that is generally awarded to a single individual who has been assigned responsibility either for an entire battle front, or possibly even a campaign itself. During the Third Armageddon War, several key commanders held the position of supreme commander, most notable amongst them Commissar Yarrick and General Nikita Kurov, though several other battlefront commanders were awarded the title also. Kurov, had fought as a young Lieutenant in the defence of Hive Tartarus during the first Ork invasion, only to return decades later as the Supreme Commander of all Imperial Guard land forces on Armageddon. Yarrick's role as 'Defender of Armageddon' placed him in control of the Imperium's defences of the Armageddon system as a whole. With the fate of millions quite often in their hands, Supreme Commanders do not have the luxury of being able to afford to make mistakes, for them and them alone the burden of command is almost unimaginable.

IMPERIAL GUARD SUPREME COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	5+

Weapon	Range	Firepower	Notes
Lasgun	(15cms)	Small Arms	—
Autocannon	45cm	AP5+/AT6+	—
Power weapons	(base contact)	Assault weapons	Macro-weapon, Extra Attack (+1)

Notes: *Supreme Commander*



IMPERIAL GUARD COMMANDER

Raised on thousands of worlds, the command structure and title rank of officers in the Imperial Guard varies immensely from regiment to regiment; some are schooled through specialised academies, others drawn only from noble families or known Imperial blood lines. Regardless of rank or title, Imperial Guard Commanders all share the same ideology of duty to the Emperor and defence of the Imperium. Aided by senior staff, advisors and sometimes even members of the Ecclesiarchy, Guard Commanders turn the grand battle plans received from the Regional Commanders and war planners into detailed orders which are communicated through Junior Officers to the troops. Leading often by example, Imperial Guard Commanders rarely have the luxury of fighting the war from a secure bunker miles behind the lines, for them and their men the battle is fought at the sharp end behind a lasgun or the hatch of a Leman Russ command tank.

IMPERIAL GUARD COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	5+

Weapon	Range	Firepower	Notes
Lasgun	(15cms)	Small Arms	—
Chainswords	(base contact)	Assault weapons	—
Autocannon	45cm	AP5+/AT6+	—

Notes: *Commander*

IMPERIAL GUARD COMMISSAR

Within a body of troops as large as that of the Imperial Guard, the necessity for maintaining discipline not to mention law and order is paramount. Ensuring that officers are held accountable for their soldiers' actions and don't waver from their duty are the Commissariat. Schooled in Imperial politics and law at the Schola Progenium, Commissars are the political voice of the Imperium and are regularly called upon as judge and executioner for those officers and troops found wanting in the eyes of the Emperor. In any campaign, Commissars will be found at the frontline urging on their comrades and exhorting greater deeds with stories of courage and heroism, their black greatcoats and gleaming cap an inspiration to those that fear them. Loathed by many Guard regiments for their puritanical fanaticism, Commissars are nevertheless one of the most effective forms of motivation in the Imperial Guard command hierarchy. Their loyalty to the Emperor is unquestioned, and their presence on the battlefield has often spelt the difference between an ignominious defeat and a glorious victory.

IMPERIAL GUARD COMMISSAR

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Power weapons	(base contact)	Assault weapons	Macro-weapon, Extra Attack (+1)

Notes: Character, Leader, Fearless, Inspiring

IMPERIAL GUARD INFANTRY

The foot troops of the Imperial Guard are as diverse as they are numerous. Founded and raised on Armageddon itself, the 'Steel Legion' is Armageddon's contribution to the Imperial war machine. Steel Legion troopers are equipped with standard issue re-breathers and thick tunics as protection against the polluted atmosphere of the ash wastes on their home planet. Most Steel Legion regiments raised on Armageddon are destined for Imperial crusades and task forces elsewhere in the sector; however large contingents are retained as part of a standing planetary defence force. Supplied with Chimera armoured transports, the Steel Legion Planetary Defence Regiments are a highly mobile fighting force and were at the centre of virtually all operations during the war, fighting desperately to ensure that Armageddon would not fall to Ghazghkull's hordes. Armed with little more than a standard pattern Imperial lasgun, the infantrymen of the Steel Legion have made the Ork invaders pay for every inch of Armageddon with their own lives.

IMPERIAL GUARD INFANTRY

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	5+

Weapon	Range	Firepower	Notes
Lasguns;	(15cms)	Small Arms	—
Autocannon	45cm	AP5+/AT6+	See below

Notes: Only one unit in every two has an autocannon. Count up the number of infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of autocannon shots you may take.

IMPERIAL GUARD SUPPORT SQUAD

Virtually all Imperial Guard Regiments across the galaxy include some form of mobile heavy weapon or close infantry support, especially those with limited access to armoured fighting vehicles. Fire support squads are armed with far more heavy weapons than an ordinary Imperial Guard squad, and as a result can lay down considerably more long range firepower. Often these support weapon teams are distributed within the force at squad or platoon level. However, it is not uncommon for groups of heavy weapon teams to be organised into specialist fire support units. Tasked with eliminating enemy armour or providing close infantry support, these teams will most often be deployed as part of a specific infantry platoon or area of operations, their ability to quickly relocate being invaluable where the battlefront is fluid or constantly changing. At the Battle for Infernus Hive, the massed fire of the 27th Steel Legions fire support teams was responsible for stalling numerous Ork attacks.

IMPERIAL GUARD SUPPORT SQUAD

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	4+

Weapon	Range	Firepower	Notes
2 x Autocannon	45cm	AP5+/AT6+	—

IMPERIAL GUARD STORM TROOPERS

Often referred to as 'Glory Boys' by regular Guardsmen, Stormtroopers are nevertheless the elite troops of the Imperial Guard. They are tasked with missions best suited to their advanced training by the Schola Progenium in infiltration and covert operations. With access to the best equipment including Valkyrie Gunships, Stormtrooper squads are used to spearhead assaults on fortified enemy positions and key installations. During the counter-attack at Hive Tempestora, Stormtrooper elements of the Cadian 271st led the offensive against the Orks, driving them back into the Hive and buying time for Steel Legion and Cadian armoured forces to establish the Morpheon Line. With the Orks at Tempestora effectively penned in, the Stormtrooper companies were then free to withdraw and be relocated to other areas of operation. Of the five Stormtrooper companies that took part in the assault, two have since remained to conduct raids into the Hive to sabotage ongoing Ork manufacturing.

IMPERIAL GUARD STORM TROOPERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+

Weapon	Range	Firepower	Notes
Hellguns	(15cms)	Small Arms	—
Plasma guns	15cm	AP5+/AT5+	—

Notes: *Scouts*

IMPERIAL GUARD OGRYNS

Strong, loyal, but not particularly bright is how Commissar Pyotr Zukhov described the Ogryns attached to the 9th Rygannite Rifles during the Moloch Point uprising. Well known for their brute strength, Ogryns are widely indentured into Imperial Guard regiments as shock troops and bodyguards, their intellectual shortcomings more than made up for by their unshakeable faith in the Emperor and determination to please their human officers. Ogryn units are closely monitored by members of the Commissariat for signs of stigma or mutation, however in the history of the Imperium remarkably few cases of corruption have been recorded by the Departmento Munitorum. Armed with nothing more sophisticated than a Ripper Gun and various close combat weapons, Ogryn units are attached to Imperial companies that are destined for assaulting enemy strongholds, their size and strength a even more imposing in the close confines of an enemy bunker.

IMPERIAL GUARD OGRYNS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	4+	5+

Weapon	Range	Firepower	Notes
Ripper Guns	(15cms)	Small Arms	—
Ogryn Combat Weapons	(base contact)	Assault weapons	Macro weapons, Extra Attack (+1)

IMPERIAL GUARD SNIPERS

Imperial Guard Snipers are armed with highly accurate sniper rifles and trained to eliminate enemy officers and other important targets. It is a peculiarity of conflict that even amongst the vast Imperial Guard, it is sometimes the smallest thing that can make a difference. During the decade long siege of Ansasus, a single Cadian Sniper by the name of Tuvala Zaban unwittingly became the focus of attention after reaching an unprecedented total of two hundred enemy kills. With reports of Zaban's successes being broadcast daily by the commissariat across the vox to boost morale, the lone sniper continued racking up kills as part of 'Operation Steel Cordon'. Given the task of eliminating the rebel leadership on Ansasus, Zaban and his fellow snipers ranged undetected ahead of the main Guard armoured force, clearing rebel watch posts wherever they encountered them. Unfortunately Zaban never completed his final mission and after the operation was posthumously awarded the 'Order of Terra', the first time that so high a decoration had been awarded to a regular Guardsman.

IMPERIAL GUARD SNIPERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	5+

Weapon	Range	Firepower	Notes
Sniper Rifles	30cm	AP5+	—

Notes: *Sniper, Scouts*

IMPERIAL GUARD ROUGH RIDERS

Rough Riders is a generic term assigned to virtually all Imperial Guard cavalry regiments, and to the platoons of mounted troops attached to many other sorts of regiment as scouts. The name was made famous by the skilled Attilan horse guard, whose Rough Riders have taken part in countless wars across the Imperium, not least Armageddon. In conditions not ideally suited for the Rough Riders' equine mounts, special atmosphere filtration hoods and heavy fibremesh barding was used extensively by the Steel Legion and Krieg Korps to protect the horse's head and flanks from Armageddon's polluted conditions. Able to penetrate deep into the mountains and forests of the equatorial region, small companies of Imperial Guard Rough Riders worked successfully in keeping the region clear of Ork camps and the roads open to Imperial supply convoys. Their ability to remain virtually completely self-sufficient in the field for long periods of time have made the Rough Riders an archaic yet vital part of the Imperial war effort on Armageddon.

IMPERIAL GUARD ROUGH RIDERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	6+	4+	6+

Weapon	Range	Firepower	Notes
Laspistol	(15cm)	Small Arms	—
Chainswords	(base contact)	Assault weapon	—
Power lance	(base contact)	Assault weapon	First Strike, Extra Attack +1

Notes: *Mounted, Scouts, Infiltrators*

IMPERIAL GUARD VALKYRIE

The Valkyrie is a twin-engine attack skimmer used almost exclusively by the Imperial Guard for aerial insertions and covert drops. With a crew of five, including two door gunners and a crew chief, the Valkyrie can carry up to ten fully equipped Strom Troopers with all necessary ancillary supplies and deploy them straight into the thick of the action. Using Valkyries, five units of Imperial Guard Stormtroopers retook the geothermal processing plant in Kasr Holm after a splinter heretic cult seized the facility. The traitors claimed to have rigged the deep core geothermal shafts with explosives and so it was vital that they be taken down quickly and efficently. Under cover of darkness, five Valkyries transported the Stormtrooper teams so they could attack the complex from the seaward side of the peninsula, taking the traitors completely by surprise. The Valkyries then provided fire support for the rest of the operation, ensuring no other hidden groups gained access to the complex until it was back in Imperial hands.

IMPERIAL GUARD VALKYRIE (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+

Weapon	Range	Firepower	Notes
Multilaser	30cm	AP5+/AT6+	—
2 x Heavy Bolter	30cm	AP5+	—
2 x Rocket Pod	30cm	1BP	Disrupt, One-Shot

Notes: *Skimmer, Scout, Transport (may carry two Stormtrooper units)*

IMPERIAL GUARD VULTURE

The Vulure is closely related to the Valkyrie. Whilst the Valkyrie is a transport craft designed for carrying troops and equipment into the battlezone, the Vulture is a gunship, replacing the transport compartment in favour of a large weapons load. Vultures usually fly in support of Valkyrie operations, providing heavy firepower as the airbourne troops go in. A flight of Valkyries will often be supported by a single Vulture, whose task is to engage the enemy with its full firepower at the moment of insertion, when the infantry are at their most vulnerable. The Vulture can also provide heavy hitting power for lightly equipped drop troop regiments, who lack artillery and tank support. The Vulture's variable weapons configuation means that it can fulfil any role required, from providing anti-tank fire with its Hellstrike Missiles, to strafing infantry with its autocannon and heavy bolters.

IMPERIAL GUARD VULTURE (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+

Weapon	Range	Firepower	Notes
Heavy Bolter	30cm	AP5+	-
Twin Autocannon	45cm	AP4+/AT5+	-
2 x Hellstrike	120cm	AT2+	One-Shot

Notes: *Skimmer, Scout*

IMPERIAL GUARD CHIMERA

Manufactured in vast quantities in the factories of Armageddon, the Chimera is the Imperial Guard's most highly valued armoured transport vehicle. Capable of fording water up to ten metres deep, the Chimera can easily accommodate ten fully equipped guardsmen and all their necessary supplies within its ceremite armoured hold. Although the Chimera's standard pattern includes a small turret mounted multilaser for close support, a number of Forge Worlds have successfully refitted the mount to take linked heavy bolters, heavy flamers and even an autocannon, making the Chimera one of the Imperial Guard's most versatile armoured vehicles. The Chimera's greatest strength however is in its ultra-reliable powerplant. Originally manufactured for the heavier A-50 Armoured Transport, the heavy duty turbine engine pre-dates the Chimera by several hundred years. Although considered old even by Imperial standards, the Chimera's A-50 turbine has proven to be so robust that the Adeptus Mechanicus have declared it sacrosanct and forbidden its replacement.

IMPERIAL GUARD CHIMERA (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+

Weapon	Range	Firepower	Notes
Multilaser	30cm	AP5+/AT6+	—
Heavy Bolter	30cm	AP5+	—

Notes: *Transport (may carry one Ogryn unit OR any two of the following units: Imperial Guard units: Supreme Commander, Commander, Infantry, Stormtroopers, Fire Support, Snipers).*

IMPERIAL GUARD HELLHOUND

Produced in vast quantities by the factories on Armageddon, the Chimera chassis is widely refitted as Hellhound Assault Tanks. Modified to accommodate the Inferno heavy flamer turret and large promethium tanks, the Steel Legion use large numbers of Hellhounds in their armoured companies when assaulting entrenched enemy positions. With its ability to douse a target in gallons of burning fuel, there is very little protection against an attack that incinerates troops and cooks crews inside their vehicles. The Hellhound's greatest weakness is in its own arsenal of highly volatile promethium. One unfortunate penetrating shot and a Hellhound's crew are in danger of being victims of their own vehicle's catastrophic demise. Although most tank crews are wary of the dubious honour of being assigned to a Hellhound Company, there is nevertheless no shortage of volunteers for the task.

IMPERIAL GUARD HELLHOUND (Gryphonne IV Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	3+

Weapon	Range	Firepower	Notes
Inferno cannon	30cm	AP3+	Ignore Cover
Heavy Bolter	30cm	AP5+	—

IMPERIAL GUARD SENTINEL

Employed for reconnaissance and light infantry support, the Sentinel is used by many Imperial Guard Regiments, not least amongst them the Armageddon Steel Legion. Refitted with a fully enclosed and sealed cockpit against the polluted conditions prevalent on Armageddon, the Sentinel saw action on virtually every battlefront during the war. Across the Fire Wastes, Sentinels were extensively used to scout out pockets of Ork resistance prior to calling in artillery fire missions. In the equatorial jungles, Sentinels were used by companies of Ork Hunters to clear a path through the thick undergrowth and set up highly mobile ambushes. Cheap and easy to manufacture, the Sentinel's flexibility made it one of the most praised light vehicles of the entire conflict as well as a popular choice amongst those Guardsmen with both a flair for its unusual control characteristics and a maverick attitude.

IMPERIAL GUARD SENTINEL (Voss Prime Pattern)

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	6+	6+	5+

Weapon	Range	Firepower	Notes
Multilaser	30cm	AP5+/AT6+	—

Notes: *Walker, Scout*

IMPERIAL GUARD LEMAN RUSS

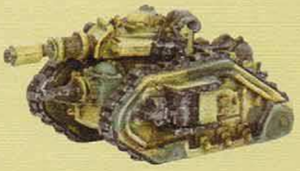
For over a thousand years, the Imperial Guard's Leman Russ main battle tank has been an enduring symbol of the Golden Throne's power and protection across countless worlds in the Imperium. Standing 3.25 metres tall from ground to the upper track rail, the Leman Russ is instantly recognisable, and its silhouette is cited by Lord Solar Macharius himself as the "single greatest inspiration for him serving the Imperium, boy and man!" Fitted with a gyrostablised main gun, the Leman Russ can accurately engage its target both on the move and hull down, making it one of the most advanced armoured fighting vehicles in the Imperial Guard arsenal. With a water-cooled jacket surrounding the main gun and a transverse turbine engine, the Leman Russ 'Mars' pattern is the most widely manufactured Imperial Guard tank and is second in numbers only to the ubiquitous Chimera transport. In a one-on-one armoured duel there are few tanks that can match the Leman Russ for firepower and resilience.

IMPERIAL GUARD LEMAN RUSS (Mars Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Battle Cannon	75cm	AP4+/AT4+	—
Lascannon	45cm	AT5+	—
2 x Heavy Bolter	30cm	AP5+	—

Notes: *Reinforced Armour*



LEMAN RUSS DEMOLISHER

Unlike its sister tank the Leman Russ, the Demolisher was devised for but one task: line breaking. With a shorter ranged main gun, the Demolisher uses high explosive concussion shells to smash through enemy infantry lines and shatter fortifications. The Demolisher's sponsons have been refitted to accomodate either Plasma Cannons or Heavy Flamers, making it particularly adept at trench clearing. During the Helican Sub-Sector crusade, Demolishers from the 23rd Molokovian Lancers used their dozer blades to great effect in clearing minefields seeded by heretics around the planet's main grain processing plants. Once clear of the antipersonnel devices, the Demolishers and supporting infantry swept the network of trenches and bunkers in a brutal armoured assault. Unable to stand in the face of the Demolisher's devastating close-ranged firepower, the enemy swiftly capitulated.

IMPERIAL GUARD LEMAN RUSS DEMOLISHER (Ryza Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	3+

Weapon	Range	Firepower	Notes
Demolisher	30cm	AP3+/AT4+	Ignore Cover
Lascannon	45cm	AT5+	—
2 x Plasma cannon	30cm	AP4+/AT4+	Slow Firing

Notes: *Reinforced Armour*

LEMAN RUSS VANQUISHER

Once manufactured in vast numbers, the ability to produce a Vanquisher is virtually lost to the Imperium bar a handful of factories on Stygies and Gryphonne IV. The long-barrelled main gun was devised as a way of providing more advanced anti-tank capabilities, the Vanquisher cannon being able to fire adamantium core 'penetrator' shells in addition to its normal complement of high-explosive rounds. Unfortunately, the complexity involved in manufacturing the multi-layered barrel for the Vanquisher meant that only a small number of Forge Worlds had the materials and expertise to produce them, this number dwindling even further after several key manufacturing sectors were overrun during the Skarath uprising. With parts for the Vanquisher restricted and in very short supply, the once common sight of its trademark long barrel is now often only seen in larger tank companies where a single variant is used as the company's command tank.

IMPERIAL GUARD LEMAN RUSS VANQUISHER (Stygies Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Vanquisher	75cm	AP4+/AT2+	—
Lascannon	45cm	AT5+	—
2 x Heavy Bolter	30cm	AP5+	—

Notes: *Reinforced Armour*

IMPERIAL GUARD GRIFFON

The Griffon is a short-range support vehicle, designed to provide Imperial Guard infantry company's with their own organic self-propelled artillery. The Griffon has fallen out of favour with many Imperial Guard regiments in recent years, due to its comparatively short range when compared to other dedicated motorised artillery units. None the less, the Griffon still has its supporters, and it remains popular as a cheap infantry support unit. The Griffon heavy mortar is most often found attached to mechanised infantry companies where its short operational range is an advantage to the highly mobile nature of 'Armoured Fist' platoons. Although still widely used in the Imperium, the Griffon's reputation was irrevocably tarnished when several formations were over-run by Eldar pirates on the Ramalian Shrine World, the crews slaughtered as they fled their vehicles. Without the aid of the Griffon's fire support, the Imperial southern flank collapsed, precipitating a total rout of Imperial forces and the loss of thousands of lives.

IMPERIAL GUARD GRIFFON (Stygies VIII Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	5+

Weapon	Range	Firepower	Notes
Heavy Mortar	30cm	1BP	Indirect Fire
Heavy Bolter	30cm	AP5+	—

IMPERIAL GUARD BASILISK

The Basilisk is the most commonly used artillery piece in the Imperial Guard army. In what was reputed to be one of the longest artillery duels during the Third Armageddon War over two hundred Basilisks engaged Ghazghkull's Gargant construction yards deep in the Blackfire Mountains for three weeks. Constantly under fire from the Orks' own heavy batteries, the three battalions of Steel Legion 7th Artillery kept up a persistent exchange of shells day and night for the entire duration of the assault. With Trojan gun carriers and Mag-rail trains maintaining a continuous supply of parts and munitions, the two hundred Basilisks reduced the Gargant construction yards to a complete ruin, whilst sustaining less than twenty percent casualties. Sadly, the constant operation of the Earthshaker main guns for such a protracted period had a profound effect on the gun crews operating them, virtually all suffering permanent hearing loss or perforated eardrums.

IMPERIAL GUARD BASILISK (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	5+	6+	5+

Weapon	Range	Firepower	Notes
Earthshaker	120cm	AP4+/AT4+ or 1BP	Indirect Fire
Heavy Bolter	30cm	AP5+	—

Notes: May either shoot normally or fire a barrage. May only use indirect fire ability when firing barrages.

IMPERIAL GUARD BOMBARD

The Bombard is one of the Imperium's most ancient and renowned siege artillery pieces. It is rarely seen except during campaigns where its super-heavy siege cannon is required to penetrate fortified enemy positions. The Bombard cannon does not boast the same kind of range as the more common Earthshaker gun, but what it lacks in range it more than makes up for in destructive power. Most Bombard shells are high explosive concussion munitions, which rely on the detonation shockwave to breach defence lines, shatter buildings and crush enemy infantry and tanks. In more unusual circumstances, the Bombard cannon can be used to deliver promethium vapour shells which seed the air with promethium just prior to impact. The resulting detonation ignites the fuel, resulting in a catastrophic airburst that can crush bones, shatters rock and suck the air from the lungs of those who escape the blast. In its delivery of ordinance, the Bombard is brutally uncompromising.

IMPERIAL GUARD BOMBARD (Triplex Phall Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+

Weapon	Range	Firepower	Notes
Siege Mortar	45cm	2BP	Ignore Cover, Slow Firing, Indirect Fire
Heavy Bolter	30cm	AP5+	—

IMPERIAL GUARD MANTICORE

When General Kurov saw an opportunity to counter-attack the Rok sites at Infernus and Hades South, his first request was to the Manticore batteries attached to the 17th Cadian Expeditionary Force. Knowing that the Orks would immediately know of the attack and strengthen their defences around the site if any of the Infernus Basilisk Companies were to be relocated, Kurov opted instead for a surprise assault from the port of Van'Mir. With the Hades Rok site less than thirty kilometres from the port, the Manticores were right at the edge of their operational range, however they did offer one vital advantage over the Basilisk. Where the Earthshaker gun could keep up a steady barrage of shells, the Manticore delivered its entire payload in a single devastating missile salvo. The combined strike of several batteries at once proved to be more than enough to breach the Orks' defences, opening up a gap for Kurov's armoured counter-offensive and the Silver Skulls capture of the Rok.

IMPERIAL GUARD MANTICORE (Triplex Phall Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+

Weapon	Range	Firepower	Notes
Rocket Launcher	150cm	2BP	Disrupt, Indirect Fire, Slow Firing
Heavy Bolter	30cm	AP5+	—

IMPERIAL GUARD DEATHSTRIKE

Deathstrike batteries have become an increasingly rare sight on Imperial battlefields; the size and logistics of their deployment often seeing them overlooked in favour of more mobile units such as the Manticore. The one edge that the Deathstrike has over its smaller brethren is its extreme range and payload size. The Deathstrike missile is a oneshot inter-continental solid fuel vehicle, which has an operational range measured in thousands of kilometres. Due to their size Deathstrike batteries are only deployed when a large strike is required on a key target beyond the range of conventional artillery. Able to carry a range of payloads from plasma and vortex warheads to biological pathogens, the Deathstrike has a reach unparalleled by any other Imperial Guard unit. On Armageddon, Deathstrike batteries located at Helsreach Hive were able to provide support for the defenders of Volcanus Hive, even though Volcanus was on the other side of the planet!

IMPERIAL GUARD DEATHSTRIKE (Triplex Phall Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+

Weapon	Range	Firepower	Notes
Deathstrike missile	Unlimited	MW2+	One-Shot, Titan killer (D6)
Heavy Bolter	30cm	AP5+.	

Notes: No line of fire is required to fire a Deathstrike missile

IMPERIAL GUARD HYDRA

The Hydra Anti-Air battery, or 'Flak Tank' as it is affectionately referred to, is one of the Imperial Guard's most common weapons systems. Manufactured on hundreds of Forge Worlds, the Hydra is armed with four long-barrelled autocannons linked to a predictive sensor array and tracking turret. Capable of firing up to six hundred explosive rounds per minute, the Hydra is the Imperial Guard's primary defence against enemy ground attack aircraft and is frequently deployed in support of armoured columns and fixed artillery companies. When the threat of attack from the air is not immediate, Hydra crews have also been known to put the quad autocannons to good use against enemy infantry and light vehicles. This is a role that suits the Hydra just as effectively, although it is frowned on by more traditional Imperial Guard commanders and rigid followers of the 'Treatise Tactica'

IMPERIAL GUARD HYDRA (Metalicus Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	5+

Weapon	Range	Firepower	Notes
2 x Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	—
Heavy Bolter	30cm	AP5+	—

IMPERIAL GUARD BANEBLADE

The Baneblade is a huge battle tank, capable of blugeoning its way through any foe with its massed batteries of battle cannon and heavy bolters. One of the Imperium's greatest losses was tragically also the Baneblade's most historic victory. Outnumbered and outgunned, the Imperial forces on the Shrine world of Hyperia were driven back into the heart of the capital city by the forces of the Arch Heritor Benule Lesk. As the city was overrun, three Baneblades of the Hyperian Centurions made a last stand on the shell blasted steps of the Great Cathedral. Under the command of Major Drenner, the three tanks held off virtually the entire enemy force for over three hours before eventually falling to a counter assault by Chaos Marines of the World Eaters Legion. Although all three Baneblades were eventually overwhelmed and Hyperia itself lost, the final transmissions of Major Drenner were studiously recorded and archived by the orbiting Imperial Navy battlegroup before it was forced to withdraw. The names of all three Baneblades have since been returned to Mars to be recorded in the Adeptus Mechanicus honoured accords.

IMPERIAL GUARD BANEBLADE (Stygies VI Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Battle Cannon	75cm	AP4+/AT4+	—
Autocannon	45cm	AP5+/AT6+	—
Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover, Fixed Forward Arc
Heavy Bolter	30cm	AP5+	—
2 x Lascannon	45cm	AT5+	—

Damage Capacity 3. Critical Hit Effect: The Baneblade's magazine explodes. The Baneblade is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6

Notes: *Reinforced Armour.*

IMPERIAL GUARD SHADOWSWORD

The Shadowsword is often manufactured at the same Forge World as the Baneblade, however it is there that all similarities end. In place of the Baneblade's fearsome array of weapons, the Shadowsword is armed with a single 'Volcano Cannon'. Powered by the Shadowsword's massive turbine engines, the Volcano Cannon draws so much power from the power plant that they must be first de-coupled from the main drive train in order to fire. More than a match for virtually any armoured target, the Shadowsword's primary prey are war engines, as even their prodigiously thick armour offers virtually no protection against the Volcano Cannon. A single squadron of Shadowswords nicknamed the 'Steel Cobras' was pivotal in turning the Ork tide at Tempestora. The Steel Cobras had possitioned themselves in a hidden gulley, from where they were able to enfilade the Gargant Big Mob attempting to breach the Morpheon Line. By the time the Orks had located their position, two Gargants had been reduced to blazing wrecks, and after two more Gargants were destroyed, the Orks were forced to withdraw..

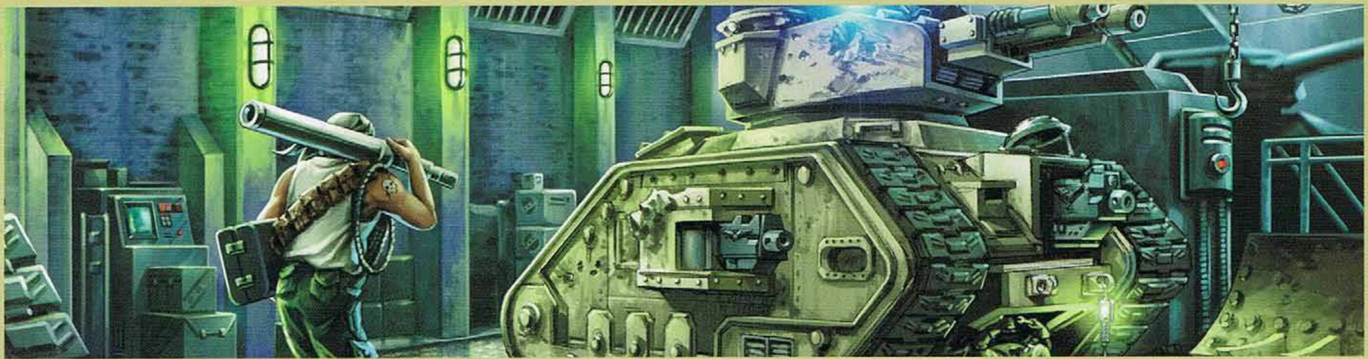
IMPERIAL GUARD SHADOWSWORD (Stygies VI Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	5+

Weapon	Range	Firepower	Notes
Volcano Cannon	90cm	MW2+	Titan Killer (D3), Fixed Forward Arc
2 x Heavy Bolter	30cm	AP5+	—

Damage Capacity 3. Critical Hit Effect: The Volacno cannon's energy coils explode. The Shadowsword is destroyed, and any units within 5cm of the model suffer a hit on a roll of 6.

Notes: *Reinforced Armour.*



IMPERIAL GUARD CAMOUFLAGE SCHEMES

Each Imperial Guard regiment is raised for a particular campaign and at the time of its founding is assigned specific uniforms and colour schemes. Camouflage techniques have long been studied by the military leaders of the Imperium and their wisdom is collected in whole sections of the Tactica Imperium. When a regiment goes to war, all of its tanks and uniforms will be coloured with appropriate schemes to reflect the terrain the campaign will be fought over. They are also assigned unit designations, regimental insignia and army and campaign badges.

To survive in the hostile environments of the 41st Millennium, terrain camouflage is essential. In the cruel sub-zero temperatures of ice planets, winter camouflage is used. Planets covered with dense jungles containing many weird plant species require a whole host of differing camouflage designs. Specially adapted patterns are created for arid desert conditions and volcanic primaeval worlds. All of these terrain types offer Imperial Guard collectors with many options when designing camouflage schemes. Plenty of reference for camouflage can be found in the Warhammer 40,000 Imperial Guard Codex or in books on historic military vehicles. The examples below show just a few examples of the camouflage patterns we've used for own own Imperial Guard infantry and tanks.

JUNGLE

Seperating Armageddon Prime from Armageddon Secundus is an enormous area of equitorial jungle. Formations operating in this terrain make extensive use of mottled green camouflage schemes, like those shown below.

ICE FIELDS

The southern pole of Armageddon is a frozen tundra known as the Deadlands. Troops operating in this icy wilderness use white 'winter' camouflage schemes, often achieved by applying a quick coat of white paint on top of their standard camouflage pattern.

HIVE CITY & ASH WASTES

The Hive Cities of Armageddon are surrounded by vast ash wastes, produced by industrial dumping that turns the planet's surface into a grey, toxic desert. Troops use grey and black camouflage patterns in these regions.

WASTE LANDS

Most of Armageddon is a barren wasteland, produced by the millennia long exploitation of the planet's natural mineral deposits. Only hardy lichens and scrub can survive in this harsh wilderness. Troops operating in the wastelands use khaki camouflage schemes, which blend in well with the drab and inhospitable environment.

5.3 IMPERIAL NAVY

The following section provides information that will allow you to use Imperial Navy spacecraft and aircraft in your games of Epic. Imperial Navy units can be used in support of Space Marine and Imperial Guard armies, and will have the same strategy rating as the army they are supporting. All Imperial Navy formations have an initiative rating of 2+.

The Imperial Fleet is a vital factor in the maintenance of the Imperium; without it human worlds would be isolated from each other and the protection of the Imperium. All shipping within the Imperium, apart from a few ships belonging to the Space Marines and Adeptus organisations, falls under the jurisdiction of the Fleet.

Part of the massive upheaval that followed the Horus Heresy was the ascendancy gained by the Imperial Navy. No longer would one commander have the ability to lead his forces between the stars. Instead, the regiments of the Imperial Guard rely on the Imperial fleet to transport them to the war zone, and then to provide them supporting fire from orbit above the planet. In addition, both Imperial Guard and Space Marine formations rely on Imperial Navy Thunderbolt fighters and Marauder bombers to provide their ground troops with the bulk of their air support.

DESIGN CONCEPT
Battlefleet Gothic

There is not the time or space (no pun intended) to go into detail about the Imperial Navy in this book. Players that are interested in knowing more about the Imperial fleet and the ships that make it up are directed towards Epic's sister game Battlefleet Gothic. This game includes rules and background allowing players to fight out full-sized fleet actions. By combining Epic and Battlefleeet Gothic, it is possible to fight campaigns that rage over an entire sector of the galaxy!

IMPERIAL NAVY EMPEROR CLASS BATTLESHIP

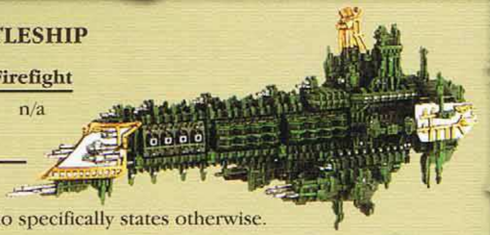
The Emperor Class is a flagship of the Imperial Navy with a heritage that spans millennia. Originally part of Battlefleet Obscuras, the *Gryphonne Probatii* saw action during the Gothic War as part of Operation Fell Hand to retake the Blackstone Fortress at Shindlegeist, but it was crippled during the three day battle against Abaddon's fleet. Docked for repairs that took close to a decade, the *Probatii* was returned to Obscuras where it served out under several generations of captain as the flagship for the Iderion Worlds Crusade force, leading the Imperial forces to victory forty years later. Refitted with new launch bays and a further two complements of bombers the *Gryphonne Probatii* was despatched two hundred years later along with her sister ship *Inomine Veritas* to lead a strike force against Ghazghkull's fleet at Armageddon. Arriving eighty days after the initial invasion, both the *Probatii* and the *Veritas* formed the backbone of Admiral Parol's defence of the Armageddon sector.

IMPERIAL NAVY EMPEROR CLASS BATTLESHIP

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Orbital Bombardment	n/a	8BP	Macro-weapon

Notes: Slow and steady – may not be used on turns one and two of a battle unless the scenario specifically states otherwise.



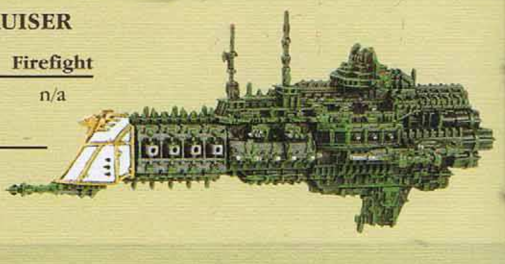
IMPERIAL NAVY LUNAR CLASS CRUISER

The straightforward and uncomplicated design of the Lunar Class Cruiser means that it is easy to build and maintain, and this has made it one of the most numerous capital ships in the battlefleets of the Imperial Navy. With a mix of torpedo bays, lances and heavy weapon batteries, the Lunar class is equally capable of both escort and assault operations. Of the fifteen squadrons that made up Admiral Parol's battlegroup, over a third of the ships were of the Lunar class, including the *Sceptre of Hagia* and the *Renown*, both ships responsible for the successful ambush and destruction of the Ork Kroozer *'Hamma'*. Reinforced by Endeavour class Light Cruisers and Falchion class Escorts from the Voss shipyards, the Lunar class Cruiser has taken the lead in the offensive against the Ork fleets assaulting Armageddon.

IMPERIAL NAVY LUNAR CLASS CRUISER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Orbital Bombardment	n/a	3BP	Macro-weapon
Pin-point attack	n/a	MW2+	Titan Killer (D3)



IMPERIAL THUNDERBOLT CLASS INTERCEPTOR

Thunderbolts are useful both as interceptors and as ground attack aircraft. When Ghazghkull launched his attack on Armageddon, it was the squadrons of the Imperial Navy that bore the initial brunt and suffered ruinous losses. Of the one hundred and eighteen Thunderbolt squadrons launched by the Navy, less than thirty returned after their initial sorties. Well trained and armed, the Thunderbolt pilots were simply no match for the sheer number of craft launched by the Ork fleet who were able to put out swarms of flyers. Realising that they were involved in a war of attrition that could not be won by the Imperium, Admiral Parol was forced to withdraw the fleet and re-assign as many of the surviving squadrons as he could spare to ground airbases and airfields on Armageddon itself. Throughout the war, Thunderbolt squadrons continued to maul the Ork air assaults and were often the only thing stopping the Orks achieving complete air dominance.

IMPERIAL NAVY THUNDERBOLT FIGHTER (Bakka Pattern)

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter-bomber	6+	n/a	n/a

Weapon	Range	Firepower	Notes
StormBolters	15cm	AP4+/AA5+	Fixed Forward Arc
Multilaser	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc
Underwing Rockets	30cm	AT4+	Fixed Forward Arc

IMPERIAL MARAUDER CLASS BOMBER

Having faced almost complete destruction by the Ork Fighta Squadrons during the Armageddon air war, the shattered remains of the Imperial Navy's Bomber Wings were salvaged and reformed into several operational ground attack formations. Facing death on a daily basis, the surviving Marauder crews displayed a spirit of grim determination that won the admiration of their brothers on the ground. Operating mainly without the benefit of fighter support and flying at night, the Marauder squadrons punished the Orks hard for their earlier victories. With a life expectancy measured in weeks at best, the bombers nevertheless kept flying and at the turn of the war they were finally given the opportunity for revenge. As the news of Ghazghkull's fleet breaking orbit reached Admiral Parol, permission was finally granted for an all-out air offensive on the Netheria Peninsula and the capture of the infamous "Orkwick Airfield".

IMPERIAL NAVY MARAUDER BOMBER (Cypra Mundi Pattern)

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	4+	n/a	n/a

Weapon	Range	Firepower	Notes
2 x Twin Heavy Bolters	15cm	AA5+	—
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc
Bomb racks	15cm	2BP	Fixed Forward Arc

5.4 THE TITAN LEGIONS

The following section provides information that will allow you to use Imperial Titans in your games of Epic. Titans can be used in support of Space Marine and Imperial Guard armies, and will have the same strategy rating as the army they are supporting. All Titan formations have an initiative rating of 1+.

A Titan is a gargantuan land-battleship powered by advanced technology. Its armoured carapace is capable of withstanding heavy damage, whilst its armaments can level whole cities. The Titans are one of the most potent weapons in the arsenal of the Imperium. When the Emperor led Mankind on the Great Crusade, the Titan Legions of the Adeptus Mechanicus marched alongside the Space Marines. As the Imperium expanded, the Adeptus Mechanicus took many worlds for themselves, planets which they settled and turned into the Mechanicus Forge Worlds. These became the bases for the Titan Legions throughout the galaxy,.

Titans are manufactured on almost all of the Forge Worlds in the Imperium. Most are built to a standard design that is known as a class. For example, the Warlord and Reaver are both classes of Battle Titan. Over the millennia, each Forge World has slightly modified the design of the Titans they build to suit local conditions and design facilities. Thus a Reaver class Titan built in the workshops of Mars will be slightly different to that built on the Forge World of Lucius, and so on. Because of this, each Titan has a 'pattern' that defines the Forge World where it was built. A Lucius Pattern Reaver class Battle Titan would have been built on the Forge World of Lucius, for example.

SPECIAL RULE
5.4.1 Imperial Void Shields

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (eg, if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

The different patterns of Titan are armed with different pre-determined combinations of weapons. This combination is known as the Titan's weapon configuration. Titans normally have multi-configuration weapon mounts that allow them to interchange weaponry easily. This theoretically allows a Titan to arm itself with the ideal weapon combination for every terrain type and opponent. However, this is rarely the case as most Titan crew quickly develop a taste for a specific weapon configuration and then stick with it.

WARLORD CLASS BATTLE TITAN

Warlord Princeps and their crews have such an unswerving faith in their gigantic war machines and the Emperor that they stride out unafraid onto the battlefield in the belief that nothing can stand against them. In most respects they are correct for there few war engines with the exception of those of the alien Eldar and the Traitor Titan Legions that can project as much power as that of the Warlord. Lords of the battlefield though they may be, on Armageddon the Titan Legions suffered casualties not seen since the Horus Heresy and the Siege of the Emperor's Palace. However, when Princeps Kurt Mannheim detonated the reactor of his Warlord Steel Hammer killing himself and a half dozen Gargants, he delivered a powerful message to Ghazghkull that the Titan Legions would never rest whilst a single Ork lived to taint Armageddon's soil.

WARLORD CLASS BATTLE TITAN
Mars pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+

Weapon	Range	Firepower	Notes
2 x Turbo-Laser Destructors	45cm	4 x AP5+/AT3+	Fixed Forward Arc
Gatling Blaster	45cm	4 x AP4+/AT4+	Forward Arc
Volocano Cannon	90cm	MW2+	Titan Killer (D3), Forward Arc

Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.

Notes: *Fearless, Reinforced Armour, Thick Rear Armour. Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

REAVER CLASS BATTLE TITAN

The Reaver class Battle Titan pre-dates even the mighty Warlord, the date of its original manufacture only known in the deepest sealed archives on Mars and to a handful of Techno Magos in the Titan Legions. More lightly armed and slightly smaller than the Warlord, the Reaver is better suited to supporting armoured assaults and breaching enemy strongholds. With a carapace mounted multi-launcher, the Mars pattern Reaver sends salvos of heavy missiles streaming at the distant enemy before pinpointing their armour with powerful turbo-lasers. Having only slightly fewer void shields than the Warlord, it is usual for Titan Battlegroups to field a number of both classes. Due to its age and heritage, the Reaver is slowly becoming a testimony to the power and grandeur that the Imperium of Mankind once held. Because of this each Reaver is an ancient artefact valued beyond measure, the loss of which is a sore blow to the followers of the Machine God.

REAVER CLASS BATTLE TITAN
Mard pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+

Weapon	Range	Firepower	Notes
2 x Turbo-Laser Destructors	45cm	4 x AP5+/AT3+	Forward Arc
Rocket Launcher	60cm	2BP	Fixed Forward Arc

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.

Notes: *Fearless, Reinforced Armour, Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

WARHOUND CLASS SCOUT TITAN

Amongst the ruins and burned out shells of once great buildings is the hunting territory of the Warhound Scout Titan. Smaller than either of the two Battle Titans, the Warhound is both faster and more agile, traits ideally suited to urban warfare. Hive Infernus, shattered and open has been a contested no-man's-land since the start of the war and although the Imperium once again holds the Hive City, the outer factory districts and habs have remained a dangerous habitat of hidden ambushes and entrenched armour. Vigilantly patrolling these sectors are the Warhound Titans of Legio Ignatum and Legio Tempestor. Their patrols have managed to keep the Orks at bay and supply routes into the north of the Hive free from attack. With the risk of Ork forces growing in the region for a counter-offensive, the Warhounds are currently the only loyal forces standing between Infernus and a renewed siege.

WARHOUND CLASS SCOUT TITAN
Mars pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+

Weapon	Range	Firepower	Notes
Vulcan Mega-Bolter	45cm	4 x AP3+/AT5+	Forward Arc
Plasma Blastgun	45cm	2 x MW2+	Slow Firing, Forward Arc

Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

Notes: *Fearless, Reinforced Armour, Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. The plasma blastgun may either fire one shot and still have one shot 'in reserve' for next turn, or fire two shots and not shoot next turn at all.

5.5 THE ORKS

"Ere we go, ere we go, ere we go…"

Orks live for war. It's that simple – if Orks aren't in battle they're not really happy. There is something about the din of war, the blazing explosions and the feel of a bolter kicking in their hands which stimulates their nervous systems and makes them feel more alive than at any other time. Even when they're not in battle, Orks amuse themselves with various psychotic leisure activities such as vicious pit fights, racing bikes and buggies at lethal speeds, and generally scrapping amongst themselves.

Although the Orks constantly raid neighbouring worlds, this is a minor threat when compared to the devastating ferocity of an Ork Waaagh! Occasionally an Ork Warlord will rise above the infighting and squabbling and weld together a vast army to rampage across the galaxy. As the Waaagh begins the Ork gods, Gork and Mork, begin to stir their children, instilling them with an even greater desire for battle. Things start slowly, the incidence of raids increases, the Orks start selecting their war leaders and the Mekboyz begin construction of strange weapons and vehicles without really knowing why, or where the ideas come from.

As the Waaagh gathers pace, the Orks become more and more agitated, seeking out fresh enemies, using their traktor beams to latch onto the space hulks which occasionally drift through Ork space. The Orks from a particular area, which may be a single planet or a whole group of star systems depending on the power of the Waaagh, start to gather, coalescing in one place like a swarm. The Mekboyz start constructing ever larger war machines – Battle Fortresses and Gargants. The Orks' slaves churn out masses of weapons and armour, arming the Orks' massive mobz with bolters and stikk bomz. Then the green-skinned horde erupts into a war-frenzy, pouring forth across the galaxy like a green tide of destruction. Whole planets are razed, millions of captives are put to work in crude factories building ever more weapons and vehicles, fuelling the massive Ork thirst for domination.

Luckily, the billions of Orks spread through the galaxy spend so much time fighting each other that their desire for battle is generally sated unless they find themselves faced with an obvious threat. If all the Orks were ever to band together in a single Waaagh, nothing in the galaxy would have the power to stop them.

The Origins Of The Orks

The records of the Imperium portray a long history of contact between Man and Ork but reveal few details of Orkish origins. What has become clear is that the Orks are the remnants of a once diverse race of green-skinned creatures whose colonies extended over most of the galaxy. This ancient Ork race appears to have been divided into three distinct physical castes: the slave caste called Grots, the warrior caste called Orks, and the master or ruling caste known to the Orks as Brain Boyz. The Brain Boyz were the driving force behind the civilisation, developing technology and directing the other castes. The Orks and Grots may well have been specialised mutants created deliberately by the Brain Boyz to performrestricted tasks, but it will probably never be known for certain.

Whatever the truth of the matter, the Brain Boyz died out long ago, leaving the Orks to inherit the remains of their civilisation. If Ork legends are anything to go by, the Brain Boyz died out in a great plague that lasted for many centuries, causing them to dwindle in numbers and eventually to die out altogether. Fortunately for the Orks, the Brain Boyz evidently predicted what would happen and took steps to preserve what they could of their knowledge by

engineering it into the genetic structure of their slaves. It is as a result of the Brain Boyz' efforts that Orks have such a relatively high level of technology today.

The Ork Race

Orks are a savage, brutal race who love war. They are the dominant element of a race of Orkoids that includes Orks and their smaller cousins, Grots and Snotlings. The Orks are in charge because they are the biggest, toughest, meanest and most warlike of their kind.

A typical Ork stands about the same height as a man, but would be taller if he stood up straight. They have robust and muscular frames, with strong, long arms that end in clumsy fingers capable of a vice-like grip. Their skulls are thick with heavy protruding brow-ridges shading their savage red eyes. The jaw is elongated, and lined with an impressive array of long canine fangs. Orks' heads are naturally hairless, and they have to use special creatures called squigs for hair or beards. Their hide is tough and green, and bears the scars of many a fight.

The Ork mind is curiously specialised: it is devoted wholly to the pursuit of power and war. Orks are brave and tough, and their bodies have a natural resilience which allows them to survive traumatic injuries and the most primitive surgery. They feel very little pain and can keep fighting even if they lose a limb or sustain a major body wound. Their blood carries a symbiotic algae through their veins, digesting and reconstituting damaged body tissue and even rebuilding major organs. This unusual physique is common to both Orks and their smaller cousins, the Grots. In the case of Orks the ability to survive damage is more highly developed than amongst Grots. A Grot's instincts will tend to carry him away from danger – usually as fast as his legs will carry him!

Grots

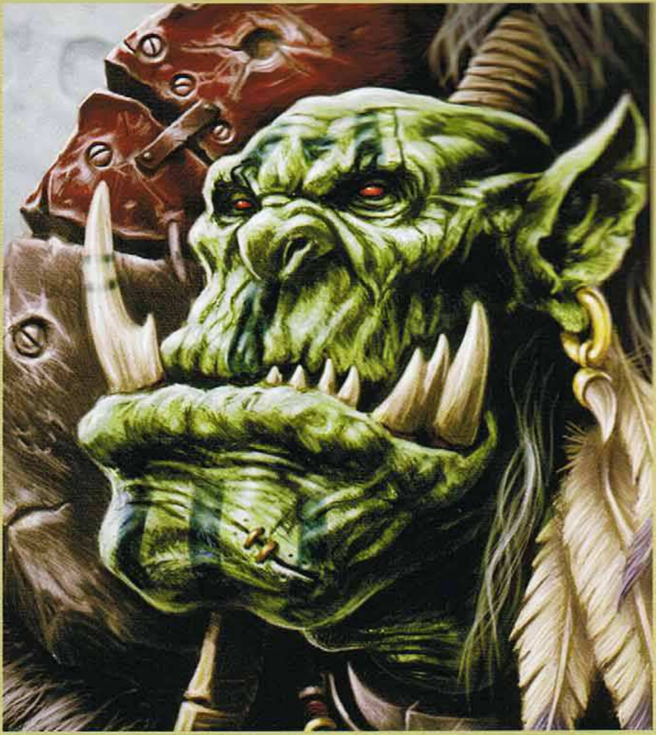
Grots are much like Orks, though not as brutal, strong or tough as their larger cousins. Though smaller, Grots are more clever and cunning. Orks are lazy and forgetful, and organisation is not their strong point. Only the preparation for war and the excitement of battle really bring out an Ork's innate talents. Because of this, most of the day-to-day running of Ork society – finding and preparing food, taking messages, handling information, fetching and carrying things, organising belongings and so on are left to Grots.

The Oddboyz

If all Orks were nothing more than single-minded killing machines they would be dangerous enough, but they would be unable to sustain a significant level of technology. Grots, although obedient if beaten with sufficient regularity, are neither inventive nor intelligent enough to maintain the spaceships and advanced weaponry that Orks possess, and these highly technical demands are met by a group of Orks called Oddboyz.

There are many types of Oddboyz. The most important are Mekboyz, Painboyz, Runtherdz and Weirdboyz, each of which is described in detail later. Others include Brewboyz, Diggerz, Sumboyz and Yellerz, all of which have their own specialised role in Ork society.

Although it may seem very strange to humans, these Oddboyz all possess an intuitive understanding of complex technical matters. For example, a Mekboy knows how to create engines and generators even though he has never been taught to do so. If asked where his knowledge comes from he might say that engineering and mechanics were in his blood. If the Imperium's scientists are correct then this would be almost literally true! If appears that bound up within an Ork's genetic structure are artificial DNA strands that carry knowledge. Possibly these DNA strands were implanted into the Ork metabolism by the Brain Boyz to enable the Orks to survive without their masters. As an Ork matures, any latent knowledge inherent in his genetic structure starts to make itself felt, and he assumes a role in society to which he is best suited.



Warbands and Tribes

The basic Ork fighting unit is the warband, an organisation roughly equivalent to a company in human military terms. A warband can comprise anywhere between thirty and three hundred Boyz plus their associated war machines and is commanded by a large and aggressive Ork chieftain called the Warboss and his personal retinue of Ork Nobz. Warbands can be independent, but are usually organised into larger groupings called tribes that are led by powerful Orks known as Warlords. A tribe is roughly analogous to an army or the inhabitants of a planet, but because Orks don't always settle in one place for very long, tribes are more important than planets to Ork society. Tribes are constantly growing and conquering other tribes, or else being conquered by them, so Ork society is one of constant strife and change. The Orks thrive on this conflict: the strongest rise to the top while the weak become subservient and thereby benefit from the superior leadership of their conquerors. To an Ork, this state of affairs is perfectly satisfactory. If an Ork tribe is beaten by another, stronger tribe, it welcomes the opportunity to be led into battle by a Warlord of such power!

A tribe can comprise anything from several hundred to tens of thousands of Orks and will usually control an entire continent or world. More commonly, a vaguely habitable world will sustain several Ork tribes in a more or less perpetual state of war with each other until they join in a Waaargh against non Orks. During a Waaargh, especially potent Ork Warlords may succeed in forging an empire from their conquests. The largest and most stable of these is undoubtably the Ork Empire of Charadon, which has survived for several thousand years under a succession of Warlords. Warlords commanding empires usually select their own title. Hence the empire of Charadon is ruled over by the Arch-Arsonist, Octarius by the Over-Fiend, Jagga by the Great Tyrant and so forth.

Da Clanz

Ork society revolves around its clanz, which form the basic structure of Ork culture. Each clan has its own specific traits and values and an Ork raised in a particular clan will adopt its virtues and vices as well as its styles of clothing and reputation. There are many clanz, of which six predominate. Foremost amongst the clanz are the Goffs, who reckon they're the hardest of the Ork clanz. Goffs prefer to smash their enemies at close range, finishing them off in vicious hand-to-hand fighting. The Bad Moons are the richest of the Ork clanz and buy lots of snazzy equipment and guns. This is because Orks use teef (their own teeth!) as currency and Orks of the Bad Moon clan grow their teeth faster than anybody else! The Snakebites are known as traditionalists, preaching the benefits of ancient Ork beliefs, relying on more natural forms of transport such as war boars and Squiggoths. Snakebites are known as ferocious fighters, the equal of any opponent in close combat.

In contrast are the Evil Sunz who seem to produce more Ork engineers and mechanics (known as Mekboyz or Mekaniaks) than any of the other clanz. They have lots of Warbikes and Buggies and many Evil Sunz end up joining the Cult of Speed Freeks, spending their lives trying to go as fast as possible on the most outrageous vehicles imaginable. Then there are the Deathskulls, notorious thieves and looterz, who construct large, highly unreliable but potent weapons known as kustom combi-weapons. These are cobbled together from scraps and remnants left on battlefields, gathered up by their Snotling and Grot servants as booty of war. Lastly, there are the Blood Axes. Blood Axes see themselves as the most forward-thinking of the Orks. They unashamedly mimic the Imperium, wearing camouflage uniforms and re-fitting captured Imperial tanks. Many Blood Axes end up in the Stormboyz Korps, preferring a life of (fairly) rigid discipline, shiny boots and the chest-swelling tramp of feet as they march proudly to war.

The Ork Gods

Orks and the Ork Way are strong and powerful forces in the universe. Orks are a highly successful race; they seem able to survive, expand and prosper almost effortlessly in comparison to struggling humanity. The Ork character, which is strong and virtually invulnerable, has its reflection in the warp in the form of the mighty, belligerent and boisterous Ork gods known as Mork and Gork. Gork and Mork are never defeated, they simply shrug off the blows of the other gods and laugh at them. Gork grins, bears his teeth, and lands a mighty blow on the head of his adversary with his gigantic club. Or Mork, master of low cunning, waits until his foe isn't looking and then clobbers him with a low blow.

An idea of the appearance of the Ork gods can be gained simply by looking at an Ork Gargant, which are constructed in the image of the Ork gods. The Mekboyz who build them try to create something that represents the essence of Orkishnesss in mechanical form. A Gargant is consequently both the ultimate war machine and a religious idol. These

DESIGN CONCEPT
Ork Weapons

Ork weapons are hand made by Ork mekaniaks, and while many share broadly similar capabilities, no two are ever identical. Because of this, in Epic most Ork weapons are divided into different categories, rather than having a specific name for each one. Doing anything else would create quite the wrong impression about how the Orks make things, and would mean that an Ork army ended up with a huge variety of weapons all with very similar (if not identical) effects. The categories we have used are listed below, along with some of the more commonly encountered weapon types that fall into the category. The most important thing to remember, though, is that no two Ork weapons are ever exactly the same!

Shootas: *The term shoota covers a wide variety of crude machine guns and cannons which spit out a hail of bullets with accompanying bone-breaking recoil and loud explosions.*

Big Shootas: *This includes all the different sorts of Ork-portable heavy weapons the Orks use, like big shootas (who'd have thought it!), rokkit launchas, kustom shootas, skorchas and mega blastas.*

Big Guns: *This category includes all of the big guns Orks mount on their vehicles and gun carriages. Sub-categories include the hop-splat gun, the Braincrusha cannon, Ork battlecannons, kustom kannons, Squiggoth bombards, pulsa rokkits, Squig katapults, and Grot bomb launchas.*

Soopaguns: *This category includes all of the very large cannons built by Ork mekaniaks. They are usually only built and mounted on Gargants, but are also built for sieges using scrap looted from the battlefield. They come in all shapes and sizes, from traktor beam slingshots to huge kannons made from pipelines. Examples include the gut-buster, deth kannon, magnum mega cannon, cluster busta and numerous others.*

Supa-Zzap-Guns: *This category includes the more esoteric weapons devised by Ork mekaniaks to deal with armoured targets. Examples include shokk attack guns, supa-lifta-droppas and bubble chuckers. They are usually only mounted on Gargants, but will sometimes be built for siege work in the same manner as a soopa gun.*

Choppas: *Orks call anything that is sharp and used for hand-to-hand fighting a 'choppa'. The term covers all kinds of close combat weapons, including knives, axes, cleavers, axes, chainsaws and clubs, and dozens of others far too numerous to list here!*

Big Choppas: *This category covers all of the especially large and dangerous close combat weapons used by Orks, especially Ork Nobz and Warbosses. It includes weapons like power claws, kombat klaws, and 'uge choppas, as well as numerous others.*

Mega-Choppa: *The mega-choppa is the name given to the wide variety of large close combat weapon fitted to Ork Stompas and Gargants. Examples include the ripper fist, slasha attack gun, 'ammerer, snapper, and krusher arm.*

great machines behave very much like Ork gods – they lumber about, leaving a trail of devastation in their wake. They go exactly where they please, striding from planet to planet, and they never shun a fight.

Bikes, Buggies and The Kult Of Speed

Orks like to go fast. Speed fulfils some deep need in the Orkish temperament, just like the thunder of guns, the clank of tracks and the din of battle. They like to feel the wind on their faces, see the dust rising behind them in a big cloud, and to hear the roar of powerful engines. This being the case it is hardly surprising that bikes and buggies of all kinds are highly popular with the Orks. They may not be all that heavily armoured, but they are cheap, shooty, and most important of all, they go dead fast!

Vehicles that go really fast have great prestige value, and Orks will hoard teeth for years to afford a really fast vehicle. Whenever an Ork takes his buggy or bike to a Mek for repairs, he always asks "Can yer make it go faster?". This usually necessitates a fresh coat of red paint, as well as a bit of noisy tinkering with the engine. For, as every Ork knows, red ones go faster! Rivalries among Nobz and Warlords as to who has the fastest machines leads to reckless racing around the perimeter of the Ork settlements.

The Orks' love of fast vehicles – known by the Orks as 'da Kult of Speed' – accounts for the vast array of customised buggies, bikes and ramshackle vehicles that can be mustered by an Ork warband. Most are in a constant state of disrepair, with bits falling off every few miles or so. A lot of these vehicles are owned by Meks, who have been known to attempt repairs while the vehicle is in motion! Orks suffering from extreme speed addiction find it difficult to stop once they've revved up to full speed.

Ork Weapons

Orks make all kinds of weapons including types based roughly on those used by Imperial forces and the Eldar. This means the Orks have their own versions of boltguns, flamers, missile launchers and so on. Although Orks understand laser technology, they don't really care very much for lasguns and laspistols, which are not nearly noisy enough for Orky tastes!

Ork weapons are manufactured by Mekaniaks, which means that their shape, size and appearance can vary greatly depending on which Mekboy made them and what was going on in his head at the time. Sometimes (quite often in fact) a Mekaniak will have a good idea that he happily imagines will vastly improve an ordinary weapon, giving it extra range, extra power, or several shots at the same time instead of just one. The enthused Mekaniak will disappear into his workshed for hours or even days, only re-emerging when he has completed his magnificent new invention. Occasionally this process results in a Mekaniak producing an incredibly effective weapon, but more often than not the weapon will be flawed in some small but vital way.

Regardless of the actual effectiveness of the weapon, a Mekaniak will be so enthusiastic about his invention that he will be quite unable to admit to any shortcomings it may have. A Mekaniak is only too pleased to sell his weapon once it is finished. These special 'kustom weapons', as they are called, are much sought after by Ork Nobz who are always eager to obtain the best and newest examples of Orky workmanship. Even though a kustom weapon may malfunction at any moment, especially in the heat of battle, many Orks consider it well worth the risk. After all, if the weapon functions all right on the day it may do incredible damage to the great satisfaction of the owner.

SPECIAL RULE
5.5.1 Mob Rule

Orks believe that as long as there's a bunch of them still fighting together (slightly more than they can count up to is ideal!) then there's always a chance that they'll prevail, no matter the odds. To represent this, Ork formations with more than five units (ie, too many to count on the fingers of one hand), not including Gretchin or Big Gunz units, receive a +1 modifier to any rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule war engine's count each point of starting damage capacity as a unit.

SPECIAL RULE
5.5.2 Power of the Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanise an Ork warband, it's the thought of a good punch-up! Because of this, Ork formations that are attempting to take engage or double actions receive a +2 modifier to their action test roll. Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions (see 4.0).

The Waaagh!

Orks are evolved primarily for fighting, and this sometimes leads to rivalry and even outright war between the different tribes. Although this gives the impression that Orks are disorganised and rebellious, they are actually capable of a high degree of co-operation. The Techno-magi of the Adeptus Mechanicus have identified low levels of background psychic energy in the minds of Orks and Grots, and this seems to act like a hormonal stimulus, establishing territories and who is who in the hierarchy of Orkdom.

As a particular Ork Warlord grows in power, other Orks are attracted to his armies, and clamour to assume subordinate positions under his command. This means that Ork armies can assemble very quickly, growing into massive hordes, appearing out of nowhere and attacking unsuspecting planets.

This process is controlled in some way by the Ork psyche. When massive Ork armies embark upon wars of conquest, this psychic stimulus gives rise to what the Orks call a Waaagh! The Waaagh takes hold in the minds of every Ork and Grots, driving them towards fresh conquests upon a wave of bloodthirsty euphoria. A Waaagh will last until the Orks are defeated or until they run out of enemies, after which the armies will dissipate and the various Ork factions divide into mutually antagonistic tribes once more.

5.5.3 ORK UNITS

The following section describes all of the different units used by the Orks, and provides all of the information you will need to use them in your games of Epic. Ork armies have a strategy rating of 3, and all Ork formations have an initiative rating of 3+ and use the "Power Of The Waaagh!"and "Mob Rule" special rules.

The hierarchy of the Orks is defined by size, strength and ferocity rather than charisma or intelligence (though some Ork Bosses display a certain amount of low cunning). The overall commander of the force is generally known as the Warlord and his direct subordinates (the mobz' commanders) are the Warbosses. Each Warboss has his retinue of Nobz who bellow orders at the Boyz. Promotion can be achieved in a number of ways. Generally it is done in battle, with the superior taking an unlucky shot to the head and the Warboss noticing a particularly burly Ork nearby who could bash heads together and get the ladz to do what they're told. When not at war, most disputes and advances of this nature are settled by a ritual pit fight. These can be to first blood or a knockout, but generally the two combatants fight to the death, usually using nothing more than their claws and fangs. The victor's scars will be a subject of pride and respect, and his authority will be unquestioned until someone else is brave enough to face him in the pit.

ORK WARLORD

All Ork warbands are led by an Ork Warlord. These Warlords achieve their status as leader of their warband by quite simply being the biggest, most cunning Ork in the group. A loud voice for bellowing at the Boyz is also useful, but more importantly is the strength and savagery to survive the many fights and challenges that are all part of the Ork's rise to power, and of maintaining power once it has been gained! As leader of a warband, Ork Warlords rarely see eye to eye with another Warlord except where it suits both to combine their forces if there is the slightest chance of a good fight. Mustering his forces for Armageddon, Ghazghkull pulled off the seemingly impossible by uniting over a dozen of the sector's most notorious Warlords with the promise of a great and glorious fight in the name of Gork and Mork. With a force numbering into the millions, Ghazghkull's rise to a Warlord of such stature has been nothing short of meteoric.

ORK WARLORD

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Big Choppas	(base contact)	Assault weapon	Macro-weapon, Extra Attack (+1)

Notes: *Character, Supreme Commander*

ORK ODDBOYZ

Oddboyz is a generic term for those Orks who show an aptitude for a particularly valued skill other than fighting. Big Meks are quite possibly the most prized and command a sizeable respect in their own right. Blessed with orky know how for anything mechanical, they are responsible for overseeing the manufacture and operation of the Orks' numerous war machines; whether they be simple Shoota or Trukk, to Gargant and Traktor Beam. Painboyz or 'Doks' see to patching up various injuries or more often augmenting missing limbs and organs with mechanical ones provided by the Meks. Last, but not least are the Slavers. These brutish Orks keep the Grot followers of a warband in check and ensure they are always at the front of the fight where they can "catch da bullets". All are numerous within the clans and warbands and it is unlikely that the Orks would be able to function as such an effective fighting force without their skills.

ORK ODDBOYZ

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Supa-Zzap-Gun	60cm	MW3+	Titan Killer(D3)
OR			
Soopagun	60cm	2BP	Macro-weapon

Notes: Ork Oddboyz can be one of two types: Big Meks or Slavers. Both are Characters. A Big Mek can be added to a gunwagon or gunfortress and upgrades *one* of the big gunz on the vehicle into a Soopagun or Supa-Zzap-Gun with the characteristics shown above. A Slaver may added to a big gun and upgrades the weapons on the unit into a Soopagun or Supa-Zzap-Gun with the characteristics above.

ORK NOBZ

Nobz are the biggest, toughest and best armed warriors in a warband. In a race where size matters, leadership is determined by physical strength and intimidation. Those Orks fortunate or devious enough to survive longer than a few years will reach a physical stature that dwarfs their kin. These massive brutes, known as Nobz are the closest thing the Orks have to any kind of command hierarchy. Equipped in the best armour and with the best weapons the warband can muster the Nobz lead the Boyz into battle and are most often found where the fighting is at its most intense. Their powerful physical frame encased in mega-armour is almost a match for a Space Marine Terminator, a fact not lost amongst those Guardsmen that survived the slaughter by Ghazghkull's elite Nobz at Hive Tartarus and the Mannheim Gap.

ORK NOBZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	5+

Weapon	Range	Firepower	Notes
Shootas	(15cm)	Small arms	—
2 x Big shootas	30cm	AP6+/AT6+	—
Big Choppas	(base contact)	Assault weapons	Extra Attacks (+1)

Notes: *Leader*

ORK BOYZ

Ork Boyz are by far the most numerous type of Ork found in a mob and, although lightly armoured in comparison to the largest of their kind, are nevertheless tough enough to withstand all but the most direct killing blow. Armed with various kinds of shoota and savagely brutal close combat choppas, Ork Boyz overwhelm their enemies in wave after wave of frenzied attacks, their size and strength a match even for the elite Adeptus Astartes. Although normally fiercely territorial and as hostile to Orks outside of their own tribe as they are towards other races, Ghazaghkull's invasion of Armageddon provided an opportunity for a war on such a magnitude as to eclipse any petty tribal rivalries. United under Ghazghkull's personal banner, the number of Ork Boyz on Armageddon numbers in the tens of millions.

ORK BOYZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+

Weapon	Range	Firepower	Notes
Shootas	(15cm)	Small arms	—
Choppas	(base contact)	Assault weapons	—
Big shootas	30cm	AP6+/AT6+	—

ORK GROTZ

Grots are a physically smaller sub-species of the Ork race. Destined for a life of servitude by their larger cousins, Grots are viewed as little more than cannon-fodder and are pressed into service by Herders and Slavers. Armed only with an assortment of primitive weapons and small firearms, Grots will be forced ahead of the Ork mobs to overwhelm defenders and distract them. Those Grots that make the mistake of showing any signs of their higher intellect are quickly rounded up and put to work as riggers or repair gangs on some of the larger Gargants and Battle Fortresses, their diminutive size being ideal for squeezing in between the gaps in the machinery in order to affect running repairs.

ORK GROTZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	6+

Weapon	Range	Firepower	Notes
Shootas	(15cm)	Small arms	—

Notes: Formations that include at least one Ork unit don't receive Blast markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.

ORK STORMBOYZ

Although often mistakenly perceived as unintelligent savage creatures, Orks posses a natural cunning that can make them crude but effective tacticians in combat. Seeing how effective the humans were at using jump packs to rapidly negotiate the battlefield, the Orks stole the idea and created the Stormboyz mob. Considerably cruder, noisier and a lot more dangerous, the Stormboyz use nothing more sophisticated than a small rocket and harness to propel themselves haphazardly over obstacles and towards the enemy. Quite naturally those Boyz chosen for the task think that it is the best thing ever and aside from the very real chance of them literally detonating mid-flight are viewed with a kind of awe by their more down to earth kin.

ORK STORMBOYZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	6+	4+	6+

Weapon	Range	Firepower	Notes
Shootas	(15cm)	Small arms	—
Choppas	(base contact)	Assault weapons	—

Notes: *Jump Packs, Scouts*

ORK KOMMANDOS

Carved into solid rock two thousand feet up in the Messnier Mountains, the Vox-Relay Station "Eagle's Reach" was considered to be one of the most secure and impregnable facilities on Armageddon. Two weeks into the Third War, this was dramatically proven wrong when a force of Ork Kommandos from the infamous Blood Axe clan not only scaled the razor sharp peaks, but also took the station completely by surprise, securing it intact. Showing a remarkable grasp of discipline and squad level tactics, traits not generally associated with Orks, the Kommandos took the station virtually without a fight. Under the Orks' control, Ghazghkull used the station not only to disrupt communications in the southern hemisphere, but also to broadcast directly to the Imperial forces in the field. Ghazghkull's grasp of propaganda and the effect on morale was not lost on the Southern Imperial Commander who was forced to make arrangements for the elimination of the station.

ORK KOMMANDOS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+

Weapon	Range	Firepower	Notes
Shootas	(15cm)	Small arms	—
Choppas	(base contact)	Assault weapons	—
Big shootas	30cm	AP6+/AT6+	—

Notes: *Scouts, Infiltrators*

ORK WARBIKES

Ork Warbikes bring together two of an Ork's favorite things – the chance to drive fast and shoot things! During the early days of Ghazghkull's invasion of Armageddon, it was clear that speed was a factor that Ghazghkull had carefully considered. In the past, Ork invasions had been slow lumbering affairs, the Orks relying on sheer weight of numbers to overwhelm their enemies, their ability to sustain huge numbers of casualties and still fight on a real danger to those that faced them in battle. After studying the tactics used by the Imperium's Space Marines during the second war for Armageddon, Ghazghkull made sure his force not only consisted of an overwhelming number of troops, but the ability to strike quickly. Mounted on warbikes, large groups of Orks quickly assaulted Imperial lines and within a matter of days after the Ork Roks initially touched down on Armageddon, several key Imperial supply routes were dangerously close to being severed. If not for the timely intervention of several Space Marine Chapters, the tactic would have been a complete success.

ORK WARBIKES

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	5+	4+	6+

Weapon	Range	Firepower	Notes
Twin sawn off Big Shootas	15cm	AP5+/AT5+	—

Notes: *Mounted*

ORK WARBUGGIES/WARTRAKS

In addition to two-wheeled warbikes, the Orks employ numerous four-wheeled light and tracked light vehicles. The Orks' surprising mobility drove much of the early stages of the Armageddon conflict. Huge swarms of light vehicles such as Buggies and Wartraks engaged the Imperial lines in running battles ahead of Ghazghkull's main force. Constantly attacked and harassed by these fast moving formations, the Imperial Guard defenders had very few opportunities to repel the Orks' giving Ghazghkull plenty of time to deploy his Gargants and heavy siege guns. These 'Speed Freak' formations were one of the most successful forces Ghazghkull employed during the campaign. Equipped with a range of weapons from Big Shootas to Rokkits and Zzap Gunz, the Buggies were as much a threat to Imperial armour as they were to the Guard's light infantry. Their only true weakness was their thin armour, which provided their two-Ork crew with virtually no protection, leaving them vulnerable to both heavy weapons and small arms alike.

ORK WARBUGGIES/WARTRAKS

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	5+	5+

Weapon	Range	Firepower	Notes
Twin Big Shootas	30cm	AP5+/AT6+	—

ORK SKORCHA

Burna Boyz are Orks with an almost unhealthy obsession with fire and anything flammable, and for them the best thing that can ever happen is to be given a Skorcha to drive around. The Skorcha is an Ork flamethrower, which is mounted in a turret on the back of a wartrak, and fed by a small reservoir of fuel towed behind the vehicle. The devastating effect of the weapon on infantry and soft-skin vehicles, coupled with the Wartrak's speed make the Skorcha a very potent part of an Ork assault and rightfully feared by the Imperial Guard. The weak armour around a Skorcha does however make it a tempting target and on more than one occasion quick thinking Imperial heavy weapon crews have managed to knock them out at a safe distance. The resulting explosion from the vehicles volatile mixture almost always immolates the Skorcha's crew and any Orks unfortunate enough to be too close. Understandably, most Orks learn to maintain a healthy distance from the vehicle.

ORK SKORCHA

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	6+	4+

Weapon	Range	Firepower	Notes
Skorcha	15cm	AP4+	Ignore cover

ORK DETH KOPTA

The Deth Kopta is yet another example of Ork ingenuity and an almost pre-natural affinity with any kind of technology or machinery. Built for speed, the Deth Kopta can carry only a single Ork and is generally armed with a Big Shoota or Kustom Shoota. With its twin rotors keeping it aloft, the Deth Kopta has proven to be a considerable menace to the Imperial war effort on Armageddon. Although not generally capable of taking out Imperial armour on its own, the distraction and harassment caused to infantry by the constant low-level attacks favoured by their pilots have resulted in several defensive lines being overwhelmed by the lightning attack of a squadron of Deth Koptas. Too small and agile to be engaged by conventional strike aircraft, the Deth Kopta occupies a niche battlefield role that once again underlines Ghazghkull's innate grasp of military tactics.

ORK DETH KOPTA

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+

Weapon	Range	Firepower	Notes
Twin Big Shootas	30cm	AP5+/AT6+	—

Notes: *Skimmer*

ORK BATTLEWAGONZ

Unlike the Imperium, Orks don't use any kind of fixed template for vehicle design, each instead being built from whatever salvage and materials are to hand. This can result in a rather ramshackle, but no less effective combination. Because of this, Ork battlewagons cover a massively diverse array of different Ork vehicles, including trukks, 'aulers, wartrukks and wagonz. What all these vehicles have in common is being able to carry at least ten Ork Boyz, and an armament of one or more (usually more!) big shootas. Battlewagonz were at the centre of Ghazghkull's blitzkrieg towards Hive Volcanus. With so many vehicles at his disposal, Ghazghkull was able to move the bulk of his forces, some fifteen thousand Orks across the plains and in sight of Volcanus in under three days. Using their battlewagonz as mobile bunkers, the Orks used their mobility to great effect in keeping the Imperial defenders at Volcanus hemmed in whilst heavy siege artillery was brought up.

ORK BATTLEWAGONZ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+

Weapon	Range	Firepower	Notes
2 x Twin Big Shootas	30cm	AP5+/AT6+	—

Notes: *Transport (may carry any two of the following units: Boyz, Kommandos, Nobz, Warlord. Alternatively, one of the two units transported may be a Big Gun. May carry one Grot in addition to any other units).*

ORK GUNWAGONZ

At the heart of the Ork's armoured offensives on Armageddon were hundreds of gunwagons. What differentiates a gunwagon from a battlewagon is that the gunwagon is designed to carry as big a gun as possible, while a battlewagon is primarily an armoured transport. Although no match for the Leman Russ, Land Raider or Predator, the sheer number of gunwagons present in Ghazghkull's invasion force made them a potent threat and more than capable of breaking the Imperial defences by weight of numbers alone. Each gunwagon is as individual as its crew; some are fitted with Kannon's, others with energy weapons such as the Zzap Gun. The greatest threat that these vehicles represent is the ease with which they can be manufactured. Ghazghkull's mekaniaks seem to be able to produce an endless line gunwagons. Eliminating the Ork's production facilities has become one of the Imperial force's most urgent tasks

ORK GUNWAGONZ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	5+	5+

Weapon	Range	Firepower	Notes
Big gun	45cm	AP5+/AT5+	—

Notes: *Transport (may carry any one of the following units: Boyz, Kommandos, Grots, Nobz, Big Gun).*

ORK FLAKWAGONZ

There is little doubt that the Ork idea for the Flakwagon came from seeing an Imperial Hydra. What Ork could possible resist the idea of a four barreled weapon capable of pumping out hundreds of shells per minute! Never one to let a good idea go to waste, the Orks duplicated the Hydra's quad-autocannon design and then mounted it onto a spare wagon to produce a reasonably effective anti-air battery. With just a single Ork gunner in charge of the weapons controls, the Flakwagon does not boast the same degree of automated or accurate target tracking systems that the Hydra has. Nevertheless a particularly skilled or experienced Ork is more then capable of predicting the movements of ground attack aircraft and unleash hundreds of rounds of heavy slugs a minute in their direction. For unwary Imperial pilots, the Flakwagon is a very real threat and only ignored at their own peril. Like their human counterparts, Flakwagon crews have no problem in using the vehicle's heavy projectiles with equal enthusiasm at ground based targets.

ORK FLAKWAGONZ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	5+	5+

Weapon	Range	Firepower	Notes
Flak Gun	30cm	2 x AP6+/AT6+/AA6+	—

Notes: *Transport (may carry any one of the following units: Boyz, Kommandos, Grots, Nobz, Big Gun).*

BATTLEFORTRESS AND GUNFORTRESS

The Battlefortress, and its closely related counterpart, the Gunfortress, are huge versions of Ork battlewagons and gunwagons respectively. With additional weaponry and the benefit of more armour plating, these super heavy vehicles are usually only seen in engagements where one of more Ork Warlords are present or a large proportion of the force is made up of more influential Nobz. Their increase in firepower turns what were already effective fighting vehicles into a truly formidable ones, putting them close on a par with the Imperium's Baneblade. During the assault on Hive Infernus, no fewer than thirty Battlefortresses and Gunfortresses were counted by Salamander reconnaissance teams, each displaying banners and glyphs pertaining to one or more Warlords. The force was eventually driven off by the combined might of Titans from Legio Metallica and Legio Ignatum, but not before the loss of three Warlord Class Titans and a single Warhound Scout Titan made the victory a costly one for the Imperium.

ORK BATTLEFORTRESS

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	4+	4+

Weapon	Range	Firepower	Notes
4 x Twin Big Shootas	30cm	AP5+/AT6+	—
Big Gun	45cm	AP5+/AT5+	—

Damage Capacity 3. Critical Hit Effect: The attack hits the Battlefortress's running gear and it flips over. The Battlefortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Battlefortress is destroyed and any units on board will only survive on a roll of 6.

Notes: *Transport (may carry any eight of the following units: Boyz, Kommandos, Nobz. One of the units transported may be a Big Gun. May carry four Grots in addition to any other units).*

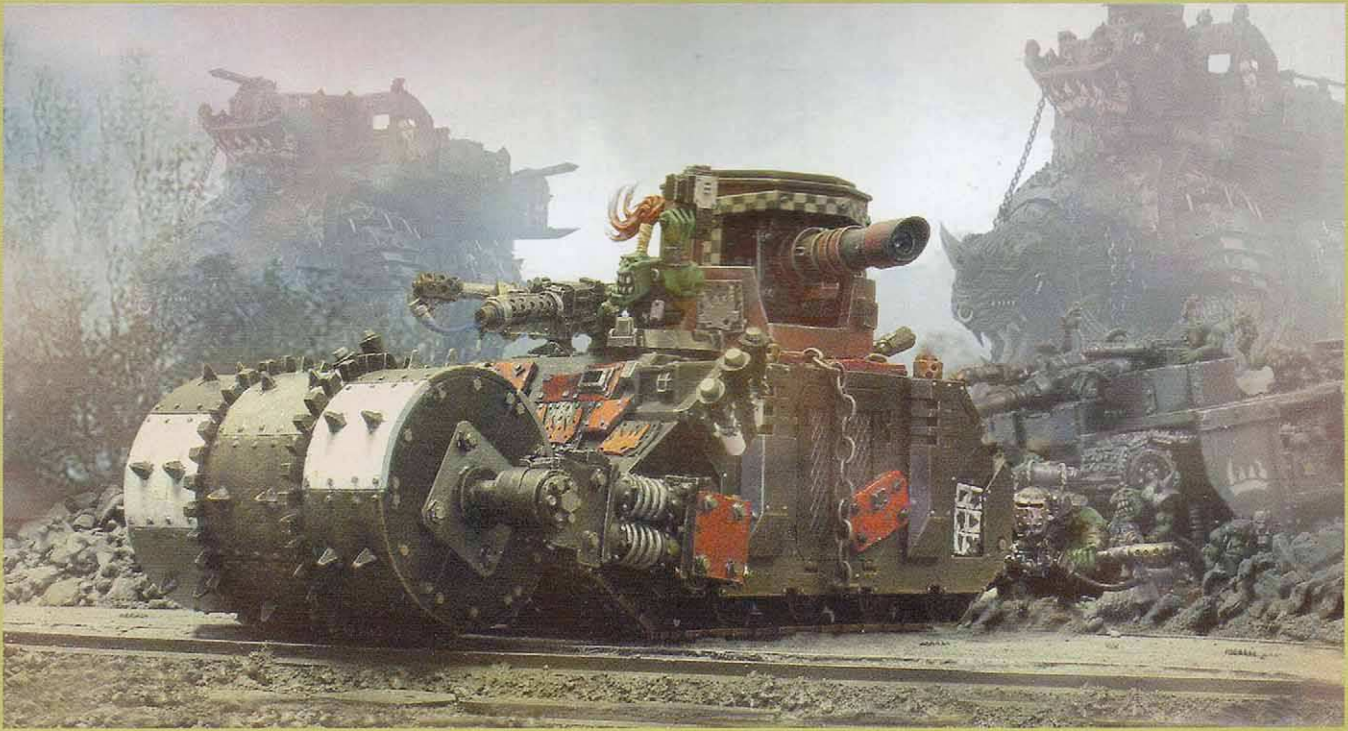
ORK GUNFORTRESS

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	4+	4+

Weapon	Range	Firepower	Notes
5 x Twin Big Shootas	30cm	AP5+/AT6+	—
3x Big Gun	45cm	AP5+/AT5+	—

Damage Capacity 3. Critical Hit Effect: The attack hits the Gunfortress's running gear and it flips over. The Gunfortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Gunfortress is destroyed and any units on board will only survive on a roll of 6.

Notes: *Transport (may carry any four of the following units: Boyz, Kommandos, Nobz. One of the units transported may be a Big Gun. May carry four Grots in addition to any other units).*



ORK KILLA KAN

The Killa Kan is smaller and more lightly armed than a Dreadnought, but are none the less a dangerous foe in close combat. They are equipped with a deadly power claw and big shoota. Killa Kans accompany Ork mobs in small groups, the Killa Kan's armour providing reasonable protection against most small arms fire. Although they have a rolling gait that can appear quite peculiar and ungainly at first sight, Killa Kans can produce a surprising turn of speed when their Ork pilot is sufficiently frenzied, a fact not always appreciated by the average Guardsmen until they have found themselves suddenly face to claw with one! The Imperial Infantryman's Uplifting Primer recommends the best tactic to use against a Killa Kan is either to ram it with the armoured dozer blade of a Chimera knocking it over, or wedge a grenade into the leg actuators. It is not recorded who discovered the latter technique or whether they survived the encounter.

ORK KILLA KAN

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	5+	5+	6+

Weapon	Range	Firepower	Notes
Big Shoota	30cm	AP6+/AT6+	—
Kombat Klaws	(base contact)	Assault weapon	Macro-weapon, Extra Attacks (+1)

Notes: *Walker*

ORK DREADNOUGHT

In a sickening parody of the rituals used by the Adeptus Astartes to entomb a mortally wounded brother within the sarcophagus of a Dreadnought, Ork Doks and Meks sometimes perform the same task on Boyz to wire them into the controls of an Ork Dreadnought. Fortunately, for most Ork Dreadnought pilots this is not always the case and most Ork Dreadnoughts are controlled through a confusing array of levers and buttons, although the end effect is much the same. With a pair of savage close combat weapons at their disposal and a couple of heavy weapons, Ork Dreadnoughts are virtually unstoppable once they get into close combat. During the assault on the Helsreach shipyards, three Dreadnought Mobs descended on the Ironside Docks, their thickly armoured hides and heavy shootas easily outshooting the lightly armed Hive Militia. The predictable result was a massacre of the Imperial defenders, resulting in the Orks holding the shipyards for several weeks until Space Marine and Stormtrooper reinforcements drove them back out.

ORK DREADNOUGHT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	5+

Weapon	Range	Firepower	Notes
2 x Big Shootas	30cm	AP6+/AT6+	—
Kombat Klaws	(base contact)	Assault weapon	Macro-weapon, Extra Attacks (+1)

Notes: *Walker*

ORK BIG GUNZ

Ork Mekaniaks constantly create a plethora of bizarre weapons and tanks. Many of these are battlefield support weapons which move forward with the boyz to lend some heavy firepower to the fight. They take all manner of shape and design, from the crude but effective Squig Katapult to the strange and ungainly Traktor Kannons, Smasha Guns, Splatta Kannons, Pulsa Rokkits and Shokk Attack Guns. All are used to pound the enemy into submission from afar, before the weight of the Ork Boyz close in to crush the enemy in a final brutal assault. Unfortunately, very few Ork Boys are capable of holding themselves back from a good scrap in order to man the supporting artillery, and because of this Big Guns are usually crewed by Grots, who are kept in line by a Slaver or the Ork meknaiak that built the gunz being used.

ORK BIG GUNZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	none	6+	5+

Weapon	Range	Firepower	Notes
Big Gun	45cm	AP5+/AT5+	—

ORK SUPA-STOMPA

Supa-Stompas occupy a middle ground between the smaller Stompa and a fully fledged Gargant. With an impressive array of weapons, Supa-Stompas are most often commanded by Boss Meks who have built one for themselves from the spare scrap left over from a Gargant construction. Supa-Stompas are deadly tank killers and more than capable of taking on an Imperial Titan far greater in size if they have to. Rated by General Kurov as one of the deadliest war engines at the Orks' disposal, Supa-Stompas are thankfully a rare sight on the battlefield. Although it is uncertain how many were landed on Armageddon as part of the Orks 'Stompa Mobs', the sheer number of heavy weapons available at a Supa-Stompas Kaptain disposal have made them a primary target to both Shadowsword and Titan commanders alike.

ORK SUPA STOMPA

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+

Weapon	Range	Firepower	Notes
Gaze of Mork	30cm	MW4+	Titan Killer
2-3 x Soopaguns	60cm	2BP	Macro-weapon, Fixed Forward Arc
0-1 x Mega-choppa	45cm	AP5+/AT5+ *and*	Fixed Forward Arc
	(base contact)	Assault weapon	Titan Killer (D3), Extra Attacks (+1)

D3 Power Fields. Damage Capacity 4. Critical Hit Effect: The Supa-Stompa's head is blown clean off, killing the Kaptain. It suffers a -1 to hit modifier from now on. Any subsequent critical hits will cause an extra point of damage instead.

Notes: *Reinforced Armour. Fearless, Walker.* May be armed with 3 soopaguns or 2 soopaguns and 1 mega-choppa. The mega-choppa may shoot and be used as an assault weapon. The mega-choppa's Titan Killer and Extra Attack abilities may only be used in an assault.

ORK STOMPA

Not all Ork Warlords can afford to have something built as grand as a Gargant, and settle instead for a Stompa. Although considerably smaller than the behemoth Gargants, Stompas are still a well armed and armoured walker and a fitting platform for a Warlord to bellow orders at his Boyz from. It is not uncommon for lesser Warlords and Meks to combine their forces prior to a battle into Stompa Mobs; petty rivalries are set aside temporarily for the greater opportunity of a good fight against a common foe. Such was the case on Armageddon where Ghazghkull persuaded an unthinkable number of Warlords that the Armageddon system was ripe for conquest and rule under a united Ork Waaargh. With Stompas easily produced by the Ork Meks, they are almost as common a sight in Ghazghkull's combined forces as Battlefortresses.

ORK STOMPA

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+

Weapon	Range	Firepower	Notes
2-3 x Big Guns	45cm	AP5+/AT5+	—
0-1 Kombat 'Ammer	30cm	AP5+/AT6+ *and*	—
	(base contact)	Assault weapon	Macro-weapon, Extra Attacks (+1)

Notes: *Reinforced Armour, Walker.* May be armed with 3 big guns or 2 big guns and 1 Kombat 'Ammer. The Kombat 'Ammer may shoot and be used as an assault weapon. It only has the Macro-weapon and Extra Attack abilities when used in an assault.

ORK GARGANT

Standing the height of a four storey building and bristling with guns and kustom force fields, the Gargant is the most prominent War Engine constructed by the Orks. Gargants are built in the approximate image of the Orks' patron deities Gork and Mork, and are the pride of every Warboss who has managed to bully, coerce or otherwise persuade a gang of Mekboyz into building one for him. Although not as technologically advanced as the Titans and other great war machines of the Adeptus Mechanicus, Gargants are nevertheless lumbering bastions of destruction, more than capable of obliterating entire companies of infantry and tanks. In Ghazghkull's war horde alone no fewer than eighteen Gargants were counted, this number rising to forty when combined with the forces of Ork Warlords Morfang, Skarfang and Burzuruk. The threat of such a large number of powerful war engines was quickly realised by the Imperial defenders of Armageddon, and the Adeptus Mechanicus tasked the Titan Legios Invigilata, Magna and Victorum with the destruction of the Orks gargantuan machines, a task not easily completed without great loss to the Imperium's Titan Legions.

ORK GARGANT

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+

Weapon	Range	Firepower	Notes
Gaze of Mork	30cm	MW4+	Titan Killer
2-3 x Soopaguns	60cm	2BP	Macro-weapon, Fixed Forward Arc
0-1 x Supa-Zzap-Gun	60cm	MW3+	Titan Killer (D3) Fixed Forward Arc
0-1 x Mega-choppa	45cm	AP5+/AT5+ *and*	Fixed Forward Arc
	(base contact)	Assault weapon	Titan Killer (D3), Extra Attacks (+1)

D3+3 Power Fields. Damage Capacity 8. Critical Hit Effect: The Gargant catches fires. Roll a D6 for each fire burning on the Gargant in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.

Notes: *Reinforced Armour. Fearless, Walker.* May be armed with 3 soopaguns or 2 soopaguns and either 1 mega-choppa or 1 supa-zzap-gun. The mega-choppa may shoot and be used as an assault weapon. The mega-choppa's Titan Killer and Extra Attack abilities may only be used in an assault.

ORK GREAT GARGANT

Ork Great Gargants are more powerful even than the massive Gargants of Ghazghkull's horde. Fortunately for the Empire of Mankind they are very rare, and the few Great Gargants that have been seen on Armageddon were reserved for Ghazgkhull himself and those warlords in Ghazghkull's army that wielded the most power. In the Fire Wastes, Urgok the Unstoppable's Great Gargant *Skullsmasha* led the assault on the 'Iron Line' defences surrounding the Chaya Ranas Ore facility. Likewise in the Mannheim Gap, Warlord Thogfang's Great Gargant *Da Pain Hamma* was instrumental in the massacre of the Celestial Lions' assault on the construction yards. Although the *Skullsmasha* was eventually crippled and destroyed by the Adeptus Mechanicus Ordinatus used to help defend the Imperial outpost at Sreya Rock, many Great Gargants are still at large on Armageddon and represent a potent threat to Imperial forces on the planet.

ORK GREAT GARGANT

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+

Weapon	Range	Firepower	Notes
Gaze of Mork	30cm	MW4+	Titan Killer
2 x Big Guns	45cm	AP5+/AT5+	—
1 x Soopaguns	60cm	2BP	Macro-weapon, Fixed Forward Arc
1-2 x Twin Soopagun	60cm	3BP	Macro-weapon, Fixed Forward Arc
0-1 x Lifta-Droppa	60cm	MW3+ *and*	Titan Killer (D3), Fixed Forward Arc
	(base contact)	Assault weapon	Extra Attacks (+1)

D6+6 Power Fields. Damage Capacity 12. Critical Hit Effect: The Gargant catches fires. Roll a D6 for each fire burning on the Gargant in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.

Notes: *Reinforced Armour. Fearless, Walker.* May be armed with 2 twin soopaguns or 1 twin soopagun and 1 Lifta-Droppa. The Lifta-Droppa may shoot and be used as an assault weapon. The Lifta-Droppa's Extra Attack abilities may only be used in an assault.

ORK FIGHTA BOMMERS

Neither elegant or attractive, the Ork Fighta Bommer wings on Armageddon have nevertheless proved savagely effective at dominating the skies above the planet. Operating out of airfields in the frozen peninsula of the Deadlands and the orbiting Kroozer fleet, the latticework of black exhaust trails has become a common sight over Armageddon's war torn landscape. Led by the then notorious 'Green Barun', three squadrons of 'Da Red Choppas' preyed on Imperial supply lines and shipping for over two months until a combined Imperial strike force of the 301st Airwing and Cruiser *Ascention* finally defeated the Orks in a three hour aerial battle over Hades Gap. Even with the loss of one of the Orks' most infamous pilots, the Fighta Bommer squadrons demonstrated their total superiority of Armageddon's skies long into the Third War. Only when the "Orkwick" Airfield was eventually captured towards the end of the war was this position ever challenged.

ORK FIGHTA BOMMERS

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter Bomber	6+	n/a	n/a

Weapon	Range	Firepower	Notes
Heavy Shootas	15cm	AP5+/AA5+	—
Tankbusta Rokkits	30cm	AT4+	—

ORK LANDA

Ork Landas are large transport aircraft that are used to land Orks from orbiting spacecraft and to move them about quickly once they are on a planet's surface. Landas are a classic example of Ork design, being huge ungainly machines that are brutally efficient at the task for which they are designed. Compared to almost any other aircraft in the skies over Armageddon, the Ork Landa is slow and ponderous, and many Imperial Thunderbolt pilots have lost their lives assuming that it would easy prey for their sleek fighter aircraft. However, while not nimble, the Landa is immensely tough, and it can shrug off damage that would send almost any other aircraft down in flames. In addition, the Landa's hull is studded with numerous weapon turrets that are capable of laying down a withering hail of fire against any enemy aircraft that get too close, as well as being capable of providing supporting fire for troops as they disembark. Rockets located on the forward hull provide additional firepower for use against armoured targets.

ORK LANDA

Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	5+	6+	4+

Weapon	Range	Firepower	Notes
Gun Turrets	15cm	D6+3 x AP5+/AA6+	—
2 x Tankbusta Rokkits	30cm	AT4+	Fixed Forward Arc

Damage Capacity 3. Critical Hit Effect: The Landa's pilot is killed and the Landa crashes to the ground, killing all on board.

Notes: *Planetfall, Reinforced Armour, Transport* (may carry ten of the following units: Boyz, Kommandos, Stormboyz, Nobz, Attack Bikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. All light vehicles and Dreadnoughts (but not Killa Kans) take up two spaces each. In addition it may also carry 4 Grots).

SPECIAL RULE
Power Fields

Some Ork war engines are protected by banks of power fields. The number each war engine has is noted on its datasheet. Power fields work in exactly the same manner as Imperial Void Shields (see 5.4.1), with the sole exception that they may not be repaired once they have been knocked down by a hit, and will instead remain down for the remainder of the battle.

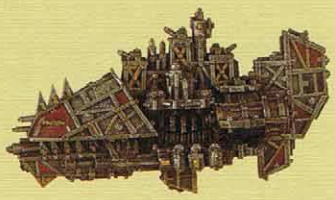
ORK KILL KROOZER

Constructed from the hulks of abandoned ships and any scrap that can be salvaged, Ork Kroozers are monolithic superstructures with patch-worked hull plates and compartments. With cavernous internal bays holding huge numbers of Orks and their many vehicles, Kroozers form the mainstay of the Ork fleet, hundreds of which assaulted Armageddon as part of Ghazghkull's invasion force. Easily a match for an Imperial cruiser sized capital ship in firepower, Ork Kroozer Kaptins like nothing better than to use their ship's massive engines to ram Imperial craft with their reinforced fang–like prow. With most of the Orks' gun batteries devastatingly effective at close range, Imperial Captains have learned to maintain a healthy distance form the Kroozers, punishing them at extreme range with Nova Cannon and torpedoes.

ORK KILL KROOZER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Orbital Bombardment	n/a	D6+1BP	Macro-weapon



ORK BATTLEKROOZER

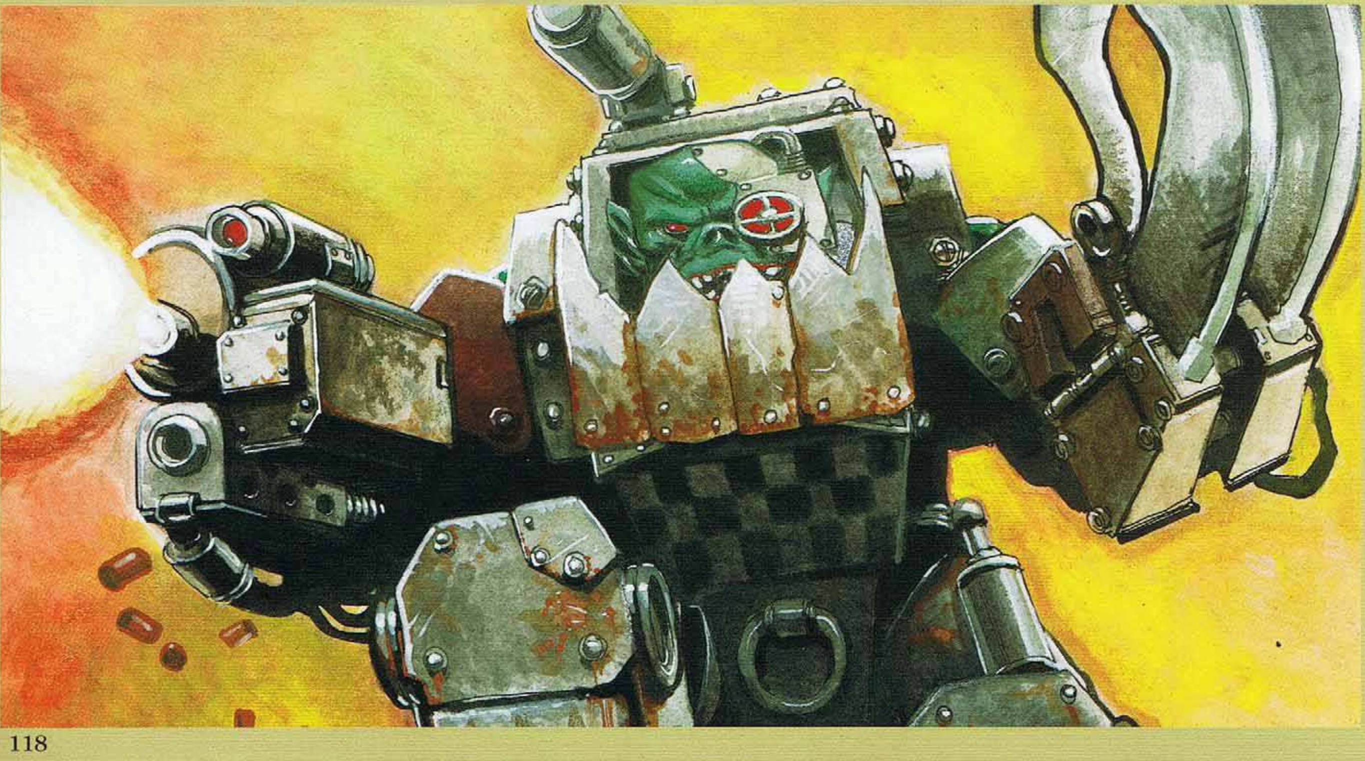
Ork Battlekroozers are considerably larger than Kill Kroozers, and have launch bays that allow them to deploy assault craft. When Ghazghkull's vast fleet was first detected entering the Armageddon sector, augers and long ranged sensors identified a new class of ship hidden amongst the clutter of Roks and Hulks. Classified as a Battleship class, the new vessels were much larger even than the Kroozers, reconnaissance pictures of the fleet showing them bristling with heavy gun batteries and beam weapons along their flanks and dorsal superstructure. Four of the ships became notorious during the campaign for their involvement in the invasion, most notably the *Dethdeala* and *Gorbag's Revenge.* As invasion flagships, these two vessels alone landed close to two hundred thousand Orks onto Armageddon via teleporta and landakraft before withdrawing to spearhead the hunt for the withdrawing Imperial Navy. Accompanied by a further two battleships; the *Slambasta* and *Kroolboy* they became a powerful core to the Orks fleet operations in the Armageddon sector.

ORK BATTLEKROOZER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Orbital Bombardment	n/a	D6+3BP	Macro-weapons

Notes: *Transport (may carry up to 12 Ork Landas plus the troops carried in them). Slow and steady — may not be used on the first or second turn of a game unless the scenario specifically states otherwise.*



ORK CLANS

Ork armies are basically Ork societies on the move. Their no nonsense philosophy is reflected in their brightly coloured vehicles. Each clan favours a particular colour scheme overladen with Ork glyphs and other stark patterns. As each Mekboy constructs a vehicle to his Boss' orders, he embellishes it with details such as extra spikes, red paint to make it go faster and a myriad of other small adjustments. However, beneath the bright patterns and bold proclamations of wealth and power, the vehicle's engine spews forth oil and smoke, stained with rust with only the shiny heads of new nails showing through the grime and filth. The Ork Gargants are equally colourful, moving, fighting idols to the gods Gork and Mork. Massive banners hang from their hulls and weapons, each displaying the Warboss' or Warlord's achievements. To Orks, a dreadnought or a warbike is far more than a simple war machine, it is a status symbol and reflects their own prosperity and skill in battle. Each Ork goes to great lengths to ensure his tank or buggy is the biggest, brightest, hardest-looking vehicle on the battlefield in an attempt to outdo all his fellow Orks in the quest for recognition and respect.

Goffs

Goffs are the most brutal Orks who regard themselves as the toughest of all the Clans. They favour stark patterns and black, red and white colours for their uniforms and vehicles.

Battlewagon

Stompa

Boyz Mob

Evil Sunz

The Evil Sunz are irresistibly attracted towards fast war bikes, buggies and loud noise. The totem of the clan is a grinning blood red face, and they wear red clothes and paint their machines red. As every Ork knows "da red wunz go faster!"

Warbuggy

Bikes

Battlewagon

Flakwagon

Snakebites

Snakebite Orks are savage traditionalists who shun recently developed technology. They dress in simple clothing of leather and furs and are known for riding into battle mounted upon ferocious warboars.

Squigoth

Boarboyz

Wierdboy

Blood Axes

Blood Axes were the first Ork clan to encounter the armies of the Imperium and have had the longest contact with Imperial culture. This has led to them adopting some aspects of 'da humies' including driving captured tanks and other vehicles.

Kommandos

Battlewagon created from a looted Rhino

Bad Moons

Bad Moons are rich. Filthy rich! They want everybody to know it, and these massive show-offs just can't resist having the brightest and most extravagant clothes and biggest gunz around.

Big Gun

Big Gun

Bad Moon Nobz

Dreadnought

DeathSkulls

DeathSkulls collect their uniforms and gunz from the dead of the battlefield, and their mismatched clothing and erratic colour schemes are a warning to any other Orks to nail down anything they want to keep.

Boyz

Big Gun

Boyz

6.0 EPIC GAMING

"Myriad are the ways of war. The lightning strike, the tenacious defence, the cunning ruse; all have their time and place, oft as not dictated by the lie of the land or balance of forces that you find at your disposal. The art of war is learning how to bind the tactics, terrain and forces at your command to your advantage."

Imperium Tactica

By now you will know the rules for Epic, the forces that you can command, and the background to the Armageddon campaign. This section of the book describes the different ways that you can use these things in order to create exciting and interesting tabletop wargames to play. Because of the open-ended nature of the Epic rules, there are many different ways you can choose to play games, and describing them all in detail would fill a rulebook several times the size of this slim volume. Instead of trying to do this we have concentrated on three of the more popular styles of play to use as examples of ways that you can play games of Epic. You will find articles about other forms of gaming in White Dwarf and Fanatic magazines (details of which can be found in the Appendices section at the end of the rules), along with articles focusing on aspects of the styles of play described here. The three styles of play we have focused on are *tournament games*, *scenarios*, and *campaigns*. These are described below, and then specific rules and guidelines are given for each method of play. Then it is up to you how you decide exactly how you want to use the rules and information presented in this book. In effect, we're simply saying "Look, you can play Epic like this, or like this, or like this…" in order to give you some idea of the possibilities.

This said, some methods of play are more popular than others. Of the methods we discuss in this section, 'tournament play' with its army lists, points value and simple 'line up and fight' scenario has proved far and away the most popular with the playtesters that have helped develop the Epic rules. This is understandable; it is easier to collect armies, find opponents and organise games when using the tournament rules than it is to create your own scenarios or set up and run campaigns. However, just because tournament play is more popular than the other forms of gaming just described doesn't make it intrinsically any better (or worse) — it just makes it different. The aim of the Epic Gaming section is therefore to show you as many different styles of play as possible, and then let *you* choose the style that suits your tastes best. In other words, we want to reveal the whole breadth of the Epic hobby, rather than just one small part of it.

Tournament Games

As has already been mentioned, tournament games are the single most popular form of Epic game. This is mainly because it is the easiest way to play Epic. All you have to do is use the army lists to collect an army, safe in the knowledge that you can use it to play an even and balanced game even against a complete stranger, something that is simply not possible with scenarios or campaigns. In order to achieve this happy state of affairs, tournament games require three things: *army lists*, *points values*, and a set of *tournament game rules*.

An army list, as its name implies, is a list of units and formations that can be used by an army. What sets it apart from a simple order of battle, such as the forces included in the training scenarios presented earlier in this rulebook, is that it is a list of things you *can* use in your army rather than a list of things you *must* use. So, for example, a Space Marine army list would say something along the lines of: "You may have the following things in your army: Space Marine Tactical detachments, Space Marine Assault detachments, Space Marine Terminator detachments…" and so on. Army lists usually focus on one army, for example Space Marines, or Imperial Guard, or Orks, though some cover combined or allied forces. In addition, army lists can either be 'generic' and cover all armies of that type, or 'specific' and cover a particular army or famous regiment. For example, a generic Space Marine army list would allow you to collect any Chapter, while a Blood Angels army list would only allow Blood Angel units to be used. The advantage of specific lists is that they can include more interesting and characterful units, while a generic list lacks this level of detail but gives the player more freedom in terms of painting and modelling.

Of course, if players were simply allowed to pick any units or formations they liked from an army list then there is no way that tournament games could be fair – the player with the largest collection of models would always have a big advantage! Because of this, each formation and unit in an army list is given a points value The points value shows how effective the unit or formation is when it is used in a tournament game. So, for example, a mighty Baneblade tank would cost many more points than a humble Leman Russ, as the Baneblade will have a much greater impact on the course of the game. Players are then given the freedom to choose troops from their army list to a set points value. For example, players might agree to play a 2,000 point game, in which case each could pick troops worth 2,000 points from their own army list. As long as the army lists have been worked out properly, then any two armies with the same points value will have an equal chance of winning, although the actual composition of each army may be radically different, even if both are chosen from the same list. Returning to our prior example, one player might choose to take a few Baneblades, while his opponent chooses to take a horde of Leman Russ, but as long as the points values for the two units have been worked out properly then each player will have the same chance of winning the game.

The final piece of the jigsaw is the tournament game rules. In order to create a fair and balanced contest, tournament games need to have a method of setting up the terrain, deploying the armies, and determining the winner that is as even as possible for both sides. These are known as the tournament game rules, and they need to be set out in advance along with the army lists, so that a player can choose his army knowing what sort of battle he will be fighting. Because of the desire to create an even contest, tournament game rules tend to be quite simple. Terrain will usually be kept to a minimum and not include too many exotic features, and both armies will usually deploy in a 'set-up zone' near their own table edge. Victory conditions can be quite complex, but will almost always be the same for both sides (a process called 'mirroring'). A very common set of tournament game victory conditions is to play for a certain number of turns, and then for each player to count up the points value of destroyed enemy units to see who has won. A variation on this theme is for each player to place a certain number of 'objective markers' in the opposing half of the table, with the winner being the player that has captured the most objectives at the end of the game. Previous versions of Epic have used a combination of these two methods, with players winning points for destroying the enemy and

capturing objectives, to determine the winner. However, whatever rules are actually used, the aim is always to create as even a contest as possible between the two armies picked from the army lists, and this usually leads to fairly straightforward 'line up and fight' battles with a minimum of terrain and mirrored victory conditions for both sides.

The overall effect of this is to create a game that is ideal for 'pick-up' games between two players that have not met each other before. Tournament games allow the player to simply go ahead and collect an army, choosing whichever models they like within the constraints of the army list, and then turn up at a club or gaming event, find an opponent, and play knowing that the game will be as fair and even as possible.

Scenarios

While tournament games create an even contest and are extremely easy to set up, they do so at a certain cost. This is because the rules used and the choices a player is allowed to make when picking an army need to be constrained or limited in some way in order to keep the game balanced. A good example of this kind of thing is what is commonly known as 'min-maxing'. A good tournament game player will often try to 'max-out' on certain powerful units, usually ones that stretch the game mechanics in some way. In Epic, an example of this kind of unit is Imperial Titans. These are powerful units and no mistake, but if one is powerful on its own, three such units are even more powerful, so a good tournament player will be drawn to trying to field such an army – it's the old adage of "everything counts in large amounts". In order to stop players min-maxing, army lists will often include some kind of limit on the number of powerful units that can be taken. For example, you might only be allowed to spend 10% or 20% of your points on Titans, or only be allowed a maximum of one in the army. Two other areas where tournament games will be limited is in the ability to use models not covered by the army lists, and in having to use simple 'line up and fight' deployment rules and 'mirroring' victory conditions.

What all of these balancing mechanisms create is a game that can't really cover all of the possibilities of the game background. For example, the tournament army list described earlier doesn't allow a player to field an all-Titan force, even though such a thing could easily happen on Armageddon. It is because of these limitations and abstractions that many players prefer to play scenarios instead of tournament games. The main difference between a scenario and a tournament game is that a scenario is devised in advance by one of the players, who will determine what forces are used, how they are set up, what the terrain is like, and what the victory conditions will be. The training scenarios that appeared earlier in this book and that you should (we hope!) have played are perfect examples of predesigned scenarios.

The advantage that scenarios offer is that they are unconstrained in any way, and allow you to explore things that are simply not possible in tournament games. For example, any student of military history will tell you that a common feature of most campaigns is desperate rear-guard actions where a horribly out-numbered force attempts to delay an overwhelmingly superior attacker. Lop-sided battles like this are next to impossible to set up in tournament games, but very easy to do as a scenario. Scenarios also allow players to field formations or units that they have created themselves. It's easy to come up with a scenario that allows one side to field an all-Titan force, for example. What's more, it's easy to include scratch-built or converted models in a scenario, and very hard to do so in a tournament game that requires extensive playtesting to get the points value for each unit exactly right.

However, with this great freedom (some might say great power), there also comes great responsibility on the part of the player devising the scenario, as it is their job to create a challenging, interesting and characterful game that will be fun for both players. It helps if both sides feel they have a chance of winning too, though this is a lot less important than in tournament games. (As an aside, the designer has always enjoyed playing games where he controls an 'underdog' with little chance of winning, as it gives him a good excuse if he loses, and far more glory if he wins!) Devising such a scenario takes time, it's not something easily done 'off the cuff' at the start of a game, and as scenarios often also rely on having certain types of model available, this means they are usually best suited to small groups of players that meet on a regular basis and trust each other's judgement. It is mainly for this reason that scenarios are played less than tournament games. On the other hand, players that are lucky enough to be a member of a regular gaming group and who start playing scenarios generally find that they become their preferred method of play.

Campaigns

A third and highly popular way of playing Epic is as part of a *campaign*. What differentiates campaign games from tournament games and scenarios, is that campaign games are not one-off battles, but instead form part of a sequence of games that are linked together in some way. There are lots of different ways to run campaigns, some of which are discussed in detail later on in this book, but they all share two traits. These two traits are that the games form part of a series of games, and that there needs to be an organiser who will set up and run the campaign.

What makes a campaign special is that each battle is part of a series of battles where the result of each game can affect the overall result of the campaign. This can work in a number of ways. At its simplest level a campaign can be a tournament game league, where a record is kept of the battles that players have won and lost, and the results posted so that players can see how well they are doing compared to everyone else. At its most extreme, a campaign involves maps that the opposing armies can manoeuvre over before transferring action to the tabletop when opposing forces meet, with detailed orders of battle, supply rules, and anything else the players can think of and wish to include.

Although very different, both of these are campaigns, because the result of each and every battle directly affects the outcome of the campaign. This can add a whole new dimension and depth to the battles that are fought as part of the campaign, be they a tournament game grudge match between two top-ranked opponents in a ladder campaign, or a scenario for a pivotal strategic battle in a map-based campaign. In both these examples, the fact that the game takes place in a campaign setting makes them more interesting and more exciting than they would have been as 'one-off' battles.

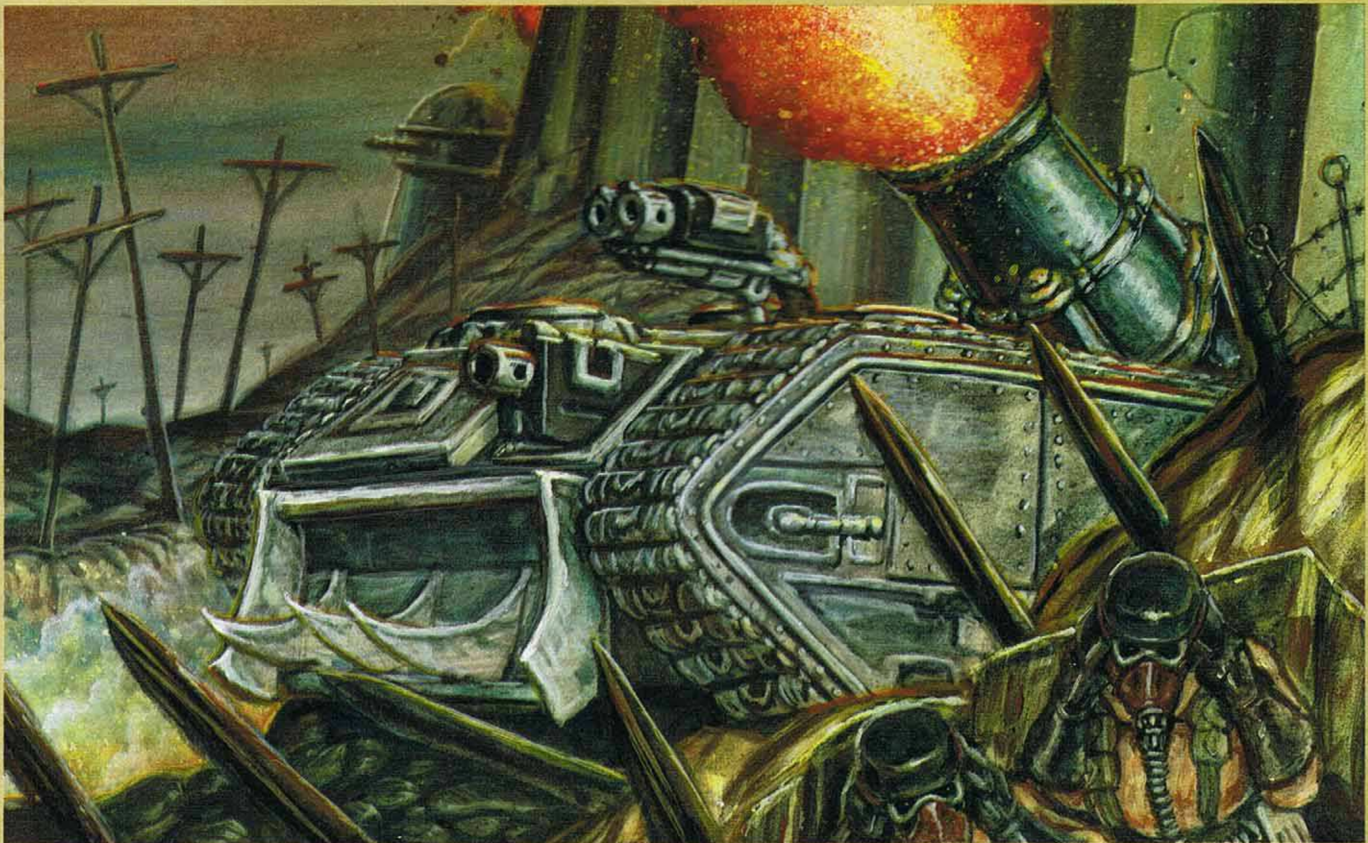
Because of the need for continuity, what all campaigns also require is an organiser. This selfless individual will take it upon themselves to decide how exactly the campaign will work, and will then gather the players together, cajole them into playing their games on time, and keep track of the results and do any other record keeping that is required. More often than not all this work, along with a need to appear unbiased, will mean that they won't get to play in the campaign themselves. On the other hand, the sheer pleasure provided to the participants by a well-run campaign is usually reward enough!

These two requirements (ie, continuity and an organiser) mean that campaigns are best suited to clubs or gaming groups that meet regularly and have reliable players. If these are available, they are arguably the most satisfying and involving way of playing Epic, thanks to the depth the campaign adds to any battles that are fought as part of it.

Conclusion (or 'Money Where Mouth Is')

In the rest of the Gaming section of the Epic rulebook, we will provide concrete examples of each of these different methods of play. First we provide the 'official' Epic Tournament Game rules and army lists. After that we discuss different methods of designing scenarios, and provide some examples of scenarios that we have devised and played ourselves. Finally, we discuss some different methods of running campaigns.

Hopefully you'll be able to use these examples to tailor Epic to suit your own needs. When all is said and done, the single biggest advantage that tabletop wargames have over other forms of game is that you can get right in there and 'tinker' with the rules if you want to. We advise and encourage you to do exactly that – pick the style of play that suits you best, and make the Epic game system what you want it to be!



6.1 EPIC TOURNAMENT GAME RULES

The Epic tournament game rules are designed to be used in conjunction with the Epic tournament army lists. They will allow two players to fight an evenly balanced battle with little or no preparation. They are ideal for pick-up games at clubs or shows, and 'provide an evenly balanced contest in tournaments.

In many ways, tournament games represent the most 'basic' form of game play, and are designed to be as easy and accessible as possible in order to allow Epic players to play games with the minimum of fuss. Because of this, the tournament rules require little or no preparation other than picking forces from the army lists, while the army lists are designed to work with the packaged range of Epic miniatures produced by Games Workshop, making it easy for players to put together an army. Later sections include rather more advanced rules and guidelines that will allow experienced players to design their own unique formations and units for use in scenarios or campaigns of their own devising.

6.1.1 Forces

Both players pick armies to an agreed points total between 2,000 to 5,000 points using the tournament army lists. It is possible to play games using the tournament rules for larger or smaller games than this, but please note that the army lists have been balanced assuming that armies will fall within this range, and this means that larger or smaller games may be slightly unbalanced.

6.1.2 Set-up

Set up the terrain for the game in any mutually agreeable manner. If one player sets up the terrain then his opponent may choose where to deploy. If you set up the terrain as a joint effort or it was set up by a tournament organiser then the player with the higher strategy rating may choose the table edge he sets up on. If both players have the same strategy rating, then dice to see who gets the choice of table edge. You can pick a long edge, or a corner (half way up each long and short edge). The opponent sets up on the opposite edge or corner.

The tournament game rules have been designed to be played on tables that are 90-150cm wide by 150-240cm long (that's 3-5 feet by 5-8 feet for you non-metric types!) The ideal size is round-about 120cm by 180cm (4 feet by 6 feet). It is possible to play games on tables that are wider or longer than this, but this may favour certain armies and could lead to anunbalanced game.

6.1.3 The Five Minute Warm Up

Tabletop miniatures wargaming is not an exact science. One person's line of sight is another's blocked line of fire, some people love pre-measuring, others hate it, and so on. Because of this after you have set up the terrain for a game you should spend five minutes going through things like how the line of fire rules will work, how the terrain features used will work, and so on. Here are some of the things you may want to discuss:

- The 'Counts As' Rule (see 6.2.1)
- Lines of Sight and Lines Of Fire
- Fire Arcs on units
- Pre-measuring
- Templates and if units are 'in or out'
- Terrain features – what do they count as on the terrain chart, when are units 'in' terrain
- How you will show if a formation is broken, in overwatch or has marched this turn.
- Anything else you can think of!

DESIGN CONCEPT

Tournament Terrain

The tournament game rules will work on any type of terrain. However, especially dense or extremely sparse terrain will favour some armies or troop choices over others. An Ork army with a lot of Boyz will do well on a table covered with lots of terrain, for example, while an Ork army with lots of buggies and gunwagons will do better on a table with sparse terrain. In addition, certain terrain features can favour one army over another. Having a river running the length of the table will favour an army with a lot of skimmers and aircraft. You get the idea, I'm sure.

Because of this, we recommend you use the following guidelines when setting up terrain for tournament games. These are not a set of hard and fast rules, but if they are used will ensure a well-balanced game no matter what army or units are taken.

- We recommend the use of *terrain features* when playing tournament games in preference to *modular terrain* (see the Appendices for a more detailed description of the two types of terrain).
- Terrain features can be of pretty much any type, but should be roughly 15-30cm across. Hills can be up to twice this size. See below for a note of how to deal with rivers and roads.
- Divide the table into 60cm (2 foot) square areas. The total number of terrain features placed should be equal to twice the number of 60cm square areas. For example, if you were playing on a 120cm by 180 cm, you would have six areas and should place 12 terrain features.
- Within the limits above, place between 0-4 features in each 60cm square.
- The terrain may include one river. Rivers count as a terrain feature for each area that they run through. They need to enter on one table edge and leave from another, and should not be greater in length than the shortest table edge. For example, on a 120cm by 180cm table, the river should not be more than 120cm long. There should be a bridge or ford every 30cm along the river.
- Roads may be added after all terrain features have been placed. Any number of roads may be used. They need to enter on one table edge and either exit from another or end at a terrain feature.

6.1.4 Place Objective Markers
Take it in turns, starting with the player with the higher strategy rating, to place one objective marker on the table. If both players have the same strategy rating then dice to see who places the first objective marker.

The first objective a player sets up must be placed on their own table edge. The remaining two objectives must be set up in their opponent's half of the table, at least 30cm away from the opponent's table edge and 30cm away from any other objectives that have already been placed.

Keep placing objectives until six objective markers have been placed on the table in total. You can use anything as an objective marker but we would suggest using terrain pieces to represent them if you can. In our game,s we've found that battling over an actual bunker or fuel dump is far more appealing than having your forces sell their lives for a cardboard counter!

You capture an objective if you have a unit within 15cms of it in the end phase and your opponent does not. An objective is contested if both sides have a unit within 15cms of it in the end phase. Units from broken formations or from formations that have rallied that end phase can not capture or contest objectives.

Check at the end of each turn to see how many objectives you control. Objectives do not have a 'memory' and you will lose control of any you have captured if there are no friendly units within 15cms of them at the end of any subsequent turn.

6.1.5 Setup Spacecraft & Garrisons
If either player is using spacecraft then they are set up now before any other units (see 4.3). Units entering play via planetfall should be placed to one side at this time too (see 4.4).

On-table garrison units are set up after spacecraft have been set up. The following types of formations may be set up on the table as 'garrisons' at the start of the game:

- Formations where half or more of the units (rounding up) are scouts OR
- Formations where no more than one of the units has a move greater than 15cms, and where none of the units are war engines OR
- Any formations that include units with a speed of 0 (zero).

Players take it in turns to set up one garrison at a time, starting with the player with the higher strategy rating. Garrisons must be set up so that they have at least one unit within 15cm of an objective in the player's own half of the table. No units may be set up in the opponent's half of the table or in impassable terrain. Units may be set up in dangerous terrain (it's assumed that they took their time getting into position in order to do so safely!)

6.1.6 Set-up Remaining Formations
All of the remaining formations in the players' armies must be set up within 15cms of their own side's table edge or be kept back 'in reserve'. The players take it in turn to set up these formations one at a time, starting with the player with the higher strategy rating.

Units kept in reserve must either aircraft, or be going to enter play in a transport aircraft or by teleportation. Reserve formations entering play in aircraft or by teleportation should be placed aside with units that wwill enter play via planetfall. These formations are not 'secret' and your opponent may inspect them at any time.

Units being transported must start the game already loaded into the transport vehicle that will bring them into play (ie, an aircraft or unit with the planetfall ability).

Formations entering play in aircraft or from spacecraft can do so on any turn, following the rules for transport aircraft and planetfall (see 4.2.5 & 4.4) Formations that are in reserve may not carry out *any* game functions or use special abilities they may have.

6.1.7 Victory Conditions
You must check to see if either player has won at the end of the third and fourth game turns. If neither player has won at the end of the fourth turn then the 'tiebreaker' rule is used to determine the winner.

Each player is trying to achieve five things known as goals. You win if you have achieved two of these goals in the end phase of turns three or four, and you have achieved more goals than your opponent. The five goals are: *Blitzkrieg, Break Their Spirit, Defend The Flag, Take And Hold*, and *They Shall Not Pass.*

Blitzkrieg: You achieve this goal by capturing the objective that was set up on the opponent's table edge at the start of the game (ie, the first objective each player set up).

Break Their Spirit: You achieve this goal by destroying (not breaking) the formation worth the most points in the opposing army. If several formations are tied for the most points, you achieve this goal by destroying any one of them.

Defend To Flag: You achieve this goal if you control all three objectives in your half of the table.

Take And Hold: You achieve this goal by capturing a total of two objectives in your opponent's half of the table.

They Shall Not Pass: You achieve this goal if there are no unbroken enemy formations in your half of the table.

If neither player has won at the end of the fourth or any subsequent turn then both players roll a D6 to see if the game carries on another turn or ends in a tiebreak.

If both players roll the same number then the game carries on for another turn and the players must roll again at the end of the next turn to see if the game ends or carries on another turn, and so on.

If the players roll different numbers then the game ends in a tiebreak. Each player scores a number of *victory points* equal to the full points value of any enemy formations that have been completely destroyed, plus the full points value of any enemy formations that are broken *and* have been reduced to half strength or less, plus half the value of any formation reduced to half strength or less but is not broken, plus half the value of any formation that is broken but is above half strength. Whoever has the higher points score is the winner. For the purpose of this rule, a formation's 'strength' is equal to the number of units in the formation plus the (remaining) damage capacity of any war engines.

6.2 TOURNAMENT ARMY LISTS

> *"Do not throw your forces blindly into battle. Before committing your forces, examine the situation. Review your own strength, and that of your enemy. Remember your own objectives, and try to anticipate those of your opponent. Then select those of your troops best suited to the task in hand."*
>
> *Imperium Tactica*

The following army lists are for the Space Marine, Imperial Guard and Ork armies. They are designed to work with the range of models produced by Games Workshop for Epic, and will produce a closely balanced game when used along with the tournament game rules (see 6.1).

Each army list covers a specific army that took part in the Third Armageddon War. Although each army list is based on one particular fighting force, they are typical of many other similar armies, and so all of these lists can be used as 'stand in' lists for players that may already have collected an Epic army from a previous edition of the rules. Over time we plan to produce additional army lists covering other armies from the Armageddon war and other famous conflicts of the 41st Millennium.

In order to use the army lists, you and your opponent must agree upon a points total for the game that you will play, and then select formations from the army lists that are equal to or less than this value. For example, you might agree to play a 3,000 point game, in which case you would both pick formations whose points value comes to 3,000 points or less.

The attached army lists provide points value for all of the models available in the Epic range. The 'counts as' rule opposite will make it easy for you to use non-standard models in your games, and the appendices at the end of this book include sections on how to use models that are no longer in production from older versions of Epic in your games too. Our aim is to make it as easy as possible for players to use all of the models in their collection without receiving an unfair advantage by so doing, and as long as you use the rules in this spirit you will find your games all the better for it.

Each army list is broken down into four parts:

Background: A brief description of the army, its organisation, and its part in the Third Armageddon War.

Using The Army List: This section tells you how to use the army list, and covers the different types of formation used by the army and how they can be selected from the list.

The Army List: The army list describes the formations that can be used in the army, the units that make up each formation, and gives a points value for each formation. It also includes the army's strategy rating and the initiative rating for any formations in the army. The datasheets for all of the units in the armies in the Epic Armageddon rulebook can be found in the Forces section (see 5.0). A quick reference sheet for each army is included in the appendices at the back of the rules.

Andy Chambers impressive Epic Ork army!

SPECIAL RULE
6.2.1 The 'Counts As' Rule

You may if you wish decide that certain units in your army 'count as' something else from the army lists that is of roughly the same size and function. This is especially useful if you are using old models that are no longer in the range and therefore not covered in the army lists, or you are using models that are painted differently. For example, you might have managed to lay your hands on some of the old metal Ork Squigoth models that we made many years ago but that are now no longer in the range. Rather than leaving these models languishing on the shelf you could simply decide that they 'count as' Ork Battlewagons, which are roughly the same size as a Squigoth and have a similar function. Alternatively, you may have decided to use the Steel Legion army list to represent a different Imperial Guard regiment with a very different colour scheme. Again, it would be a great shame not to be able to use your gorgeously painted army, and the 'counts as' rule will allow you to do so. However, if you decide to use the 'counts as' rule, then there are three very important things to bear in mind:

- *First of all, before the game starts you must tell your opponent that you have decided to use the 'counts as' rule, and you must let him know what counts as what.*
- *Secondly, this rule is here to allow you to use all the models in your collection, not as a method of fine-tuning your army for every game that you play. Therefore you may not use the 'counts as' rule for units that are actually covered in the army lists. For example, if you have a model of a Land Speeder, then you must use it as a Land Speeder and pay the points for a Land Speeder; you could not use it as a Land Speeder Tornado, or a Predator, or any other unit for that matter. By the same token, a Land Speeder Tornado must be used as a Land Speeder Tornado and can't stand in for any other units. This rule is included to prevent confusion and keep game play as even and balanced as possible. Note that you can paint the unit in any way you like, you just can't count it as a different unit from the list.*
- *Finally, if you decide that any unit in your army 'counts as' something else, then all of that type of unit in your army must count as the same thing. For example, if you decided that your old Squigoth model was a Battlewagon, then all the Squigoths in your army would have to be Battlewagons – you couldn't have one Squigoth as a Battlewagon, one as a Gunwagon, and so on.*

6.3 CODEX ASTARTES SPACE MARINE ARMY LIST

"The Codex Astartes is the holy tome of these loyal Battle Brothers. The wisdom of the ancients is both scripture and the unbending rod by which they are measured. In war, they are fierce and as steadfast as those of old who stood beside the Emperor and broke the Legions of Horus. In faith and valour they are unmatched. The torches of their chapels burn bright with flames whose holy fire has shone upon an unchanging brotherhood for a hundred centuries. In their lives and in war, the Codex Astartes is their guide."

Space Marines are the most powerful and dreaded of all of the Imperium's warriors. They are not human at all but superhuman, having been made superior in all respects to a normal man by a harsh regime of genetic modification, psycho-conditioning and rigorous training. Space Marines are organised into small independent armies called Chapters, each of which is responsible for its own recruitment, equipment, organisation and strategy.

The Codex Astartes is a massive tome that describes the organisation, tactical operation, and countless other aspects of Space Marine doctrine. Subjects as diverse as religious instruction and strategic supply are all covered in great detail within its thousands of holo-pages. The Codex Astartes amounts to an authorative guide to waging war in any number of ways on countless different types of world. The majority of Space Marine chapters follow its teachings as if they were holy writ.

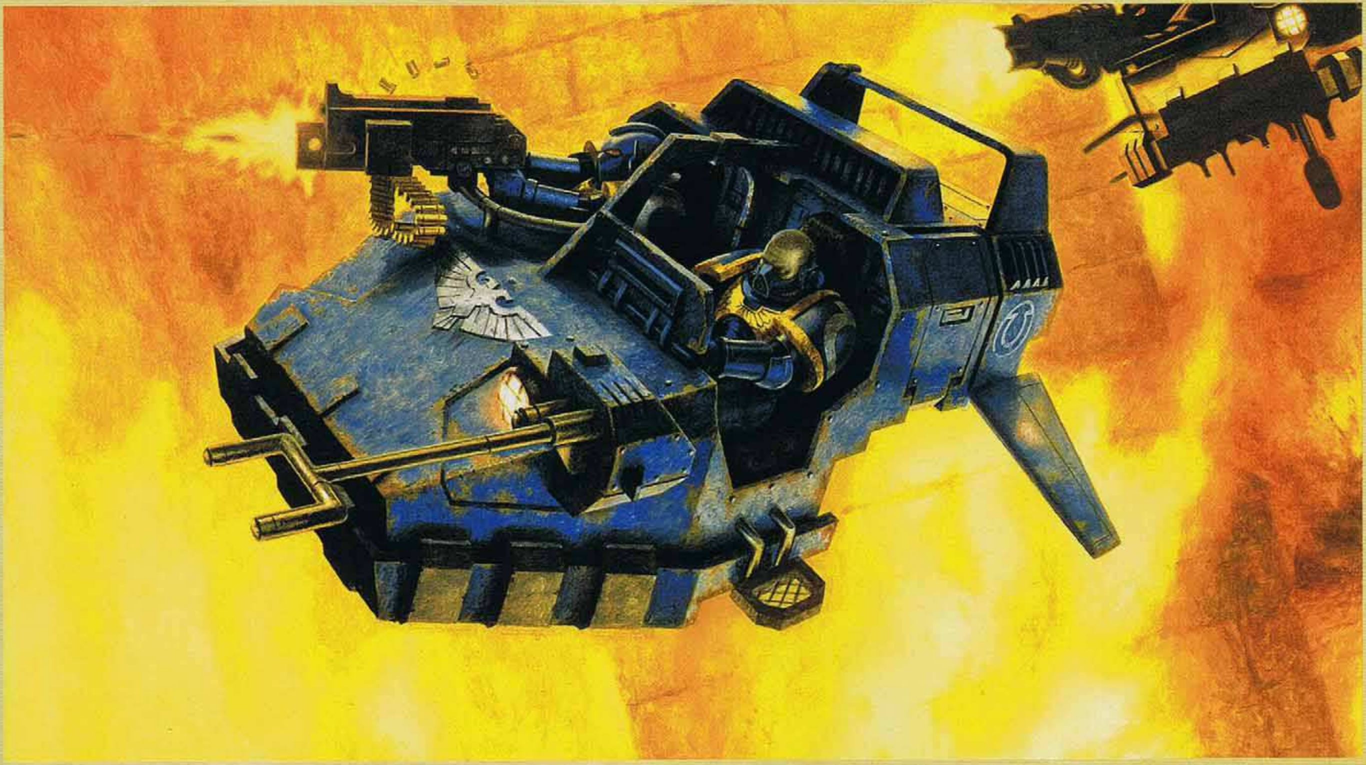
Fighting Units

The organisation of the fighting units of Space Marines was laid down by the High Lords of Terra following the reformation of the Space Marine Chapters after the Horus Heresy. The rules governing Space Marine organisation and numbers are called the Codex Astartes.

Although not drawn up until the Emperor's incarceration, the Codex Astartes is commonly taken as his work. During the ten thousand years since the original Codex Astartes, many Chapters have introduced their own variations. In some cases their organisation and equipment differs completely from the rigid dictates of the Codex Astartes. However, in most cases, today's Space Marines follow the broad organisational rules laid down ten thousand years ago. A few chapters regard the Codex Astartes as a holy text, and stick rigidly to its contents, regarding any deviation as tantamount to heresy. The organisation described next is that of the Codex Astartes, and it may be regarded as the normal organisational pattern of Space Marines.

Space Marines are divided into companies, the exact number of which varies from Chapter to Chapter but is typically ten. A company is led by a Space Marine Captain. There are ten squads to a company, and each squad consists of nine Space Marines plus a Space Marine Sergeant.

The First Company is made up from the oldest and most battle-hardened Space Marines. It is the senior and most respected company, and its members use Terminator armour as well as other Space Marine equipment.



The Tenth Company forms a training company. and is comprised of Scout squads. Its sergeants are older veterans but its fighting Space Marines are the Chapter's least experienced warriors. After a period in the training company, Space Marines are allotted to other companies to replace battle casualties.

Individual Space Marines are trained to use all equipment, but in battle each squad is equipped in one of three ways: as a Devastator squad, an Assault squad, or a Tactical squad. Devastator squads use a high proportion of heavy weapons; Assault squads carry close combat weapons; Tactical squads are used in a general combat role.

The squads that make up a company are organised into ad-hoc formations called *detachments* when they undertake a mission. Although a detachment can theoretically include any of the units from a chapter, the Codex Astartes details a number of standard detachments which it recommends be used in most circumstances.

The Codex Chapters

Not all Chapters follow the strict organisational and tactical guidelines of the Codex Astartes. Those that do are sometimes referred to as Codex Chapters. These Space Marines adhere to the Codex as the model for their organisation and identification markings. Of all the Codex Chapters' the oldest and most famous is the Ultramarines, the Chapter of the Primarch Roboute Guilliman himself. Many of the other Codex Chapters are descended from the Ultramarines' genetic line.

Most Chapters do not stick so rigidly to the Codex patterns laid down either for organisation, tactical roles, or other processes. Many Chapters are largely organised according to the Codex but have slight variations, such as the Blood Angels and Dark Angels, for example. A small number of chapters are utterly different from the Codex and owe nothing to it at all. The most famous of these Chapters is the Space Wolves. The Space Wolves have never followed the Codex, their strong willed Primarch moulded his Chapter very much in his own image, irrespective of other influences.

The Adeptus Terra has never felt it necessary to enforce the Codex absolutely. Indeed it is doubtful if it could. However, with subsequent foundings they have always favoured the Ultramarines' gene-seed and created new Codex Chapters from their line. With the passage of years, some of these chapters have subsequently strayed from the strict letter of the Codex, introducing new variations but remaining broadly faithful to the principles of Roboute Guilliman.

Using The Army List

The following army list allows you to field an army based on one of the Space Marine Chapters that closely follows the teachings of the Codex Astartes. It can also be used as a 'stand in' army list for other Space Marine Chapters that do not follow the Codex Astartes, such as the Blood Angels, Dark Angels and Space Wolves.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of three or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Codex Astartes army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, an Assault detachment consists of four Space Marine Assault units for 175 points, and may include the Commander and Vindicator upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation. For example, an Assault detachment could include one Commander and one Vindicator. If both were taken it would cost 175 + 50 +75 = 300 points

Codex Astartes Space Marine armies may be supported by Imperial Navy aircraft and Titan Legion battle groups. A maximum of up to a third of the points available to the army may be spent on these formations.

SPECIAL RULE
6.3.1 Space Marine Transports

The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having 'plus transport' in the units section of the army list opposite.

Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition, you may choose to replace a detachment's Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for planetfall (see section 4.4). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.

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CODEX ASTARTES ARMY LIST

Codex Astartes Space Marine armies have a strategy rating of 5. All Space Marine and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Space Marine formations (see 5.1.1).

SPACE MARINE DETACHMENTS

DETACHMENT	UNITS	UPGRADES ALLOWED	POINTS COST
Assault	Four Assault units	Commander, Vindicator	175 points
Bike	Five Bike units	Commander, Attack Bike	200 points
Devastator	Four Devastator units plus transport	Commander, Razorbacks, Dreadnought, Hunter, Land Raider	250 points
Land Raider	Four Land Raiders	Commander, Vindicator	400 points
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200 points
Landing Craft	One Landing Craft	None	350 points
Predators	Four Predators (may choose either Annihilators or Destructors or a combination of the two)	Commander, Vindicator	300 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Sniper	150 points
Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Razorbacks, Hunter, Vindicator	300 points
Terminator	Four Terminator units	Commander, Land Raiders, Dreadnought, Vindicator	325 points
Thunderhawk	One Thunderhawk Gunship.	None	200 points
Vindicator	Four Vindicators	Commander	300 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points

SPACE MARINE UPGRADES

UPGRADE	UNITS	COST
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander	50 points (+50 points if Supreme Commander)
Dreadnought	Add one or two Dreadnoughts	50 points each
Hunter	Add one Hunter	75 points
Land Raiders	Add up to four Land Raiders	100 points each
Razorbacks	Replace any number of Rhinos with 1 or 2 Razorbacks each	+25 points per Razorback
Sniper	One Scout unit may be given the Sniper ability	+25 points
Typhoon/ Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	+25 points per Typhoon +10 points per Tornado
Vindicator	Add one or two Vindicators	75 points each

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One to Two Warhound Titans	250 points each

6.4 ARMAGEDDON STEEL LEGION ARMY LIST

"Strike fast and suddenly. Attack without warning. Secure victory before the foe is aware of his danger. Remember always, a war is easily won if your enemy does not know he is fighting."

Lord General Solar Macharius

The Imperial Guard is the largest and most diverse military organisation the galaxy has ever seen. Numbering in the billions and equipped with armoured vehicles, Artillery antiaircraft and all the other adjuncts of armoured warfare, the Imperial Guard forms both the hammer and the anvil of the Imperium's military might.

The Regiments of Armageddon

The regiments that make up the Imperial Guard are raised on different planets all across the Imperium, and because of this they do not wear standardised uniforms, follow identical tactical doctrines, or all use exactly the same sort of equipment. Regiments raised on the jungle Death World of Catachan, for example, tend to be lightly equipped assault troops, while those from the Agri-world of Atilla are mainly Rough Riders. Those raised on Armageddon make use of the planet's vast industrial might to provide plentiful armoured fighting vehicles, and because of this they have become famous across the galaxy as Armageddon's *steel legions*.

Armageddon has a massive population and is capable of raising a large number of Imperial Guard regiments in time of war. In the fighting taking place on Armageddon following Ghazkghul's invasion, well over one hundred of the regiments fighting had been raised on Armageddon itself, and they form by far the largest contingent of the Imperial Guard forces fighting on the planet.

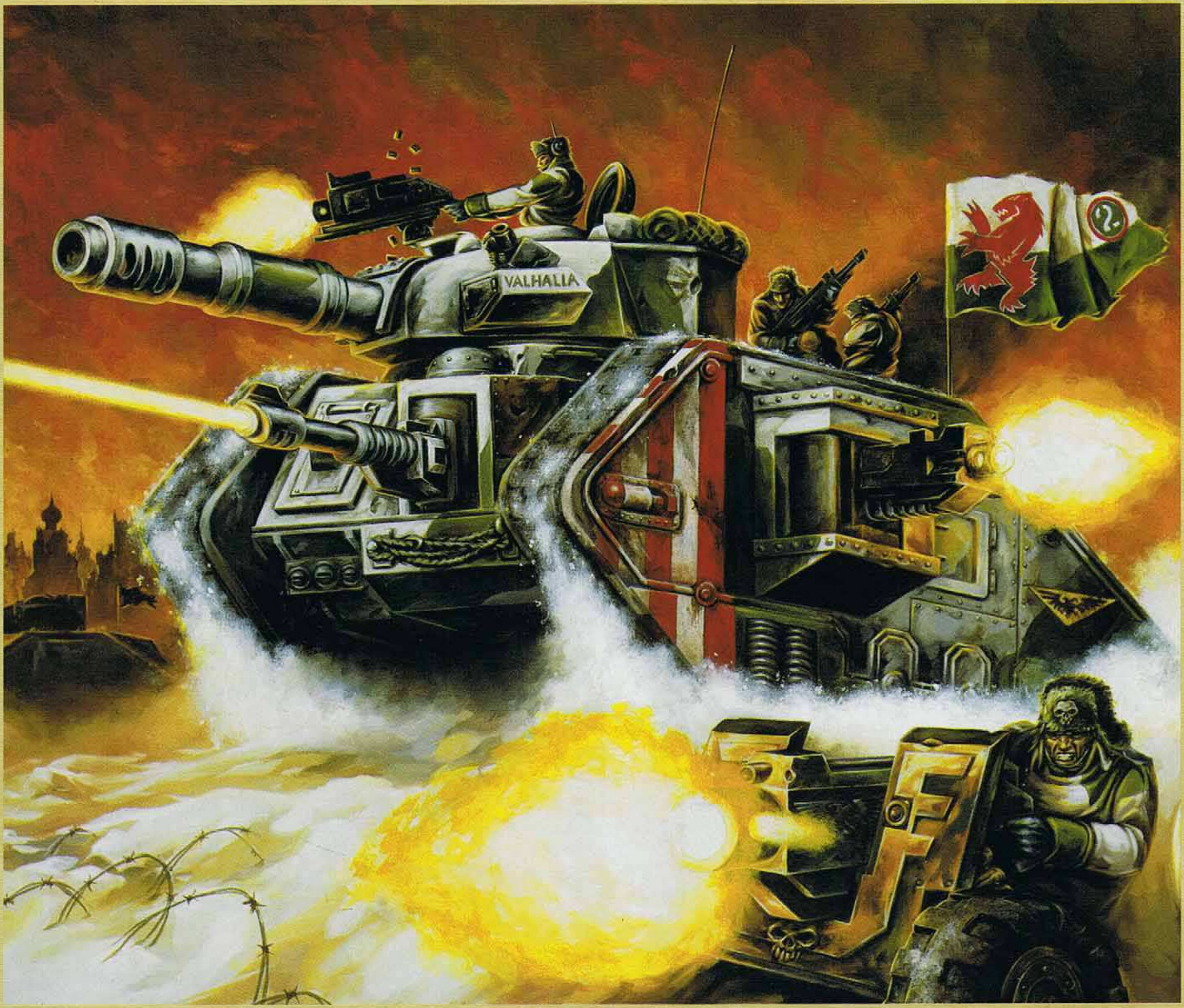
Armageddon is often called upon to raise regiments for major battles and campaigns all over the Armageddon sector. Regiments that fight off-world like this are called 'tithed regiments', after the process whereby each world in the Imperium is required to offer up at least 10% of the troops it raises and trains to the Departmento Munitorum for incorporation in the Imperial Guard.

Tithed regiments are supplemented by troops raised on other worlds that are not found on Armageddon, such as Ratlings or Ogryns, as well as certain types of vehicle that are not manufactured on the planet. Many of these tithed regiments have been recalled to the planet during the Third Armageddon War, so a good proportion of Steel Legion regiments include troops not found on Armageddon itself.

This said, the bulk of the Steel Legion regiments fighting on Armageddon have never left the planet and are part of the Armageddon Planetary Defence Force. These regiments differ slightly from tithed regiments in the mix of units that they use, generally having no off-world auxilia or vehicles.

Regimental Organisation

Regiments raised on Armageddon consists of twelve companies made up of a mix of infantry, artillery, armour and mechanised infantry companies. Although some regiments only include one type of company, the bulk are combined arms forces that include a mix of companies. However, the highly industrialised nature of Armageddon means that a far higher proportion than normal are mechanised infantry, and it's not uncommon for over 90% of a regiment to be made up of such units. It is for this reason that regiments raised on Armageddon for the Imperial Guard are commonly known as Armageddon Steel Legions.



At full strength, infantry and mechanised infantry companies in Steel Legion regiments consist of a command section comprising a captain and his support staff, one fire support platoon with 10 heavy weapons teams, and three infantry platoons each with 50 men including 5 heavy weapon teams. This means that a full-strength company will number 175 men. However the casualties suffered during a campaign will quickly reduce the strength of a company, and it is not uncommon for a company's fire support platoon to be detached from the company for special duties elsewhere. Because of this most 'companies' in a Steel Legion regiment will be little larger than one of the platoons in a newly raised formation.

Tank and artillery companies in a Steel Legion regiment consist of a command vehicle and three squadrons (in Tank companies) or batteries (in the artillery) with three vehicles each. Tank and artillery companies are much more likely to operate at their full strength, as they are usually only directly engaged by the enemy in major battles with the result that they are either operating at full strength or have suffered such heavy casualties that they need to be withdrawn from front-line duty and amalgamated with other similarly battered formations. Artillery, in particular, either survives a battle unscathed or is overrun or wiped out.

As already noted, the most common type of company found in regiments raised on Armageddon are mechanised infantry companies, sometimes referred to as armoured fist companies. These are similar in many respects to normal Imperial Guard infantry companies, except that all of the infantry that would normally have to move around on foot are provided with Chimera armoured transport vehicles. Mechanised infantry companies are normally quite rare in the Imperial Guard, as it is difficult for most planetary governors to obtain and maintain the vehicles for such a formation. However, Armageddon is one of the chief manufacturing planets for Chimeras, producing several hundred every day for use all across the Imperium. Because of this, infantry units raised on Armageddon are routinely equipped with Chimeras.

It is important not to overstate the number of mechanised infantry companies in each Steel Legion regiment. While its not uncommon for them to make up 90% of a regiment's companies, it is equally likely they account for less than a quarter of the units available, especially in Armageddon Steel Legion regiments that were raised as part of the Armageddon Planetary Defence Force. Battlefield attrition can also be very high amongst lightly protected vehicles like Chimeras, and there have been numerous cases in the Armageddon campaign where a regiment has lost almost all of its Chimeras in battle, and has been reduced to using what were once mechanised infantry companies as plain old infantry.

Using The Army List
The following army list allows you to field an Imperial Guard army that is based on an Armageddon Steel Legion regiment. It can also be used as a 'stand in' army list for other Imperial Guard regiments, such as Cadian Shock Troops, Mordian Iron Guard or Valhallen Ice Warriors, among many others. Note that we have based the number of units in the infantry formations on what will be found in a typical field formation, rather than what is found in a full-strength company when first enlisted.

Steel Legion formations come in two types: *companies* and *support formations*. Each company you include in the army allows you to field any two support formations. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together. For example, taking a Steel Legion Tank Company would entitle you to take two formations from the support formation chart. If you decided to take an artillery battery then it and the tank company would operate as two seperate formations .

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company (ie, an infantry company could have an Ogryn and a Sniper upgrade, but not two Sniper upgrades). Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades.

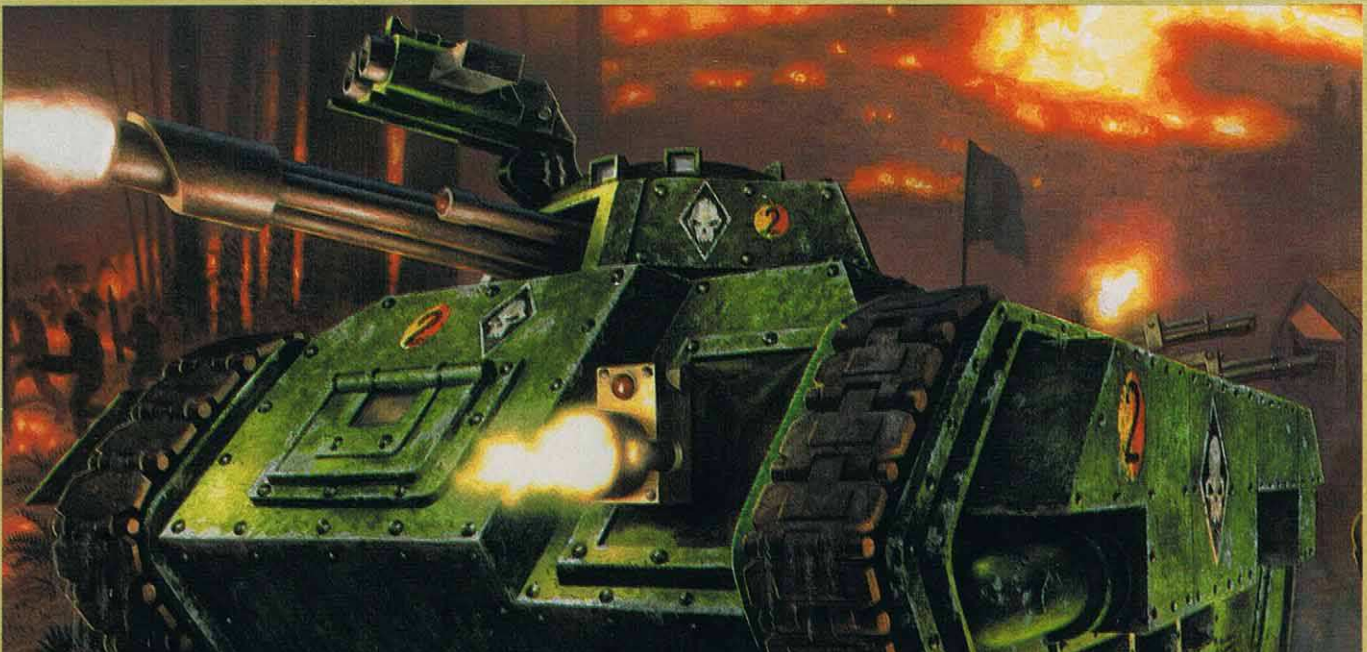
Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. For example, if you took a Tank Company and added a mechanised infantry platoon to it as an upgrade, then the cost of the tank company would be 650 + 100 +75 (for the Chimera) = 825 points. Note that you may take any type of upgrade for any type of company; so, for example, if you want to include a platoon of Leman Russ tanks in an infantry company or snipers in a Tank Company then you may do so.

SPECIAL RULE
6.4.1 Commissars

A Steel Legion Imperial Guard army may include 2D6 Commissar characters. The Commissars do not cost any points. If the dice roll exceeds the number of Commissar units that a player has available then any excess is lost.

Roll to see how many Commissar units a player may add to their army at the start of the battle before either side sets up. If the army includes a Supreme Commander than the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations. You may not include more than one Commissar per formation. If you have more Commissars than formations any excess is lost.

Imperial Navy aircraft and Titan Legion battle groups may support Steel Legion Imperial Guard armies. A maximum of up to a third of the points available to the army may be spent on these formations.



STEEL LEGION ARMY LIST

Steel Legion Imperial Guard armies have a strategy rating of 2. Steel Legion Imperial Guard formations and Imperial Navy aircraft formations have an initiative rating of 2+. Titans have an initiative rating of 1+.

STEEL LEGION COMPANIES

UPGRADE	UNITS	COST
Regimental HQ (only one allowed)	One Supreme Command unit, twelve Imperial Guard Infantry units, and seven Chimera transport vehicles (one for Commander)	500 points
Steel Legion Infantry Company	Imperial Guard Command unit plus twelve Imperial Guard Infantry units	250 points
Steel Legion Mechanised Infantry Company	Imperial Guard Command unit, twelve Imperial Guard Infantry units, and seven Chimera transport vehicles (one for Commander)	400 points
Steel Legion Tank Company	Ten Leman Russ tanks. One Leman Russ may be upgraded to a Vanquisher command tank at no additional cost	650 points
Steel Legion Super-heavy Tank Company	Three Baneblades or Shadowswords, or any combination of the two	500 points
Steel Legion Artillery Company	Nine Artillery units chosen from the following list: Basilisk, Manticore	650 points

STEEL LEGION SUPPORT FORMATION

(Two may be taken per Steel Legion Company)

UPGRADE	UNITS	COST
Rough Rider Platoon	Six Rough Rider units	150 points
Storm Trooper Platoon	Eight Storm Trooper units (may have four Valkyrie transport vehicles)	200 points (+150 points)
Steel Legion Artillery Battery	Three units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250 points
Sentinel Squadron	Four Sentinels	100 points
0-1 Deathstrike Missile Battery	Two Deathstrike Missile Launchers	200 points
Super-heavy Tank Platoon	One Baneblade or Shadowsword	200 points
Orbital Support	One Imperial Navy Lunar class cruiser OR one Emperor class Battleship	150 points 300 points
Flak Battery	Three Hydra	150 points
Vulture Squadron	Four Vultures	300 points

STEEL LEGION COMPANY UPGRADES

(Three may be taken per Steel Legion Company)

UPGRADE	UNITS	COST
Fire Support Platoon	Four Fire Support*	100 points
Infantry Platoon	Six Infantry units*	100 points
Tank Squadron	Three Leman Russ or three Leman Russ Demolisher	200 points
Hellhound Squadron	Three Hellhounds	150 points
Griffon Battery	Three Griffons	100 points
Snipers	Two Snipers*	50 points
Ogryns	Two Ogryns*	50 points
Flak	One Hydra	50 points

** These unit's formations may have Chimera transport vehicles. Each Chimera costs 25 points. You must take enough Chimera to transport the whole formation if any are taken, but you may not take more than one Chimera per unit in the formation.*

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One to Two Warhound Titans	250 points each

6.5 GHAZGHKULL MAG URUK THRAKA'S ORK WAR HORDE ARMY LIST

"I'm da hand of Gork and Mork, dey sent me to rouse up da boyz to crush and kill 'cos da boyz forgot what dere 'ere for. I woz one of da boyz till da godz smashed me in da 'ead an' I 'membered dat Orks is meant to conquer and make slaves of everyfing they don't kill.

I'm da profit of da Waaagh an' whole worlds burn in my boot prints. On Armour-Geddem, I led da boyz through da fire deserts and smashed da humies' metal cities to scrap. I fought Yarik, old one-eye at Tarturus, an' he fought good but we smashed iz city too.

I'm death to anyfing dat walks or crawls, where I go nothin' stands in my way. We crushed da stunties on Golgotha, an' we caught old one-eye when da speed freeks blew da humies' big tanks ta bits. I let 'im go 'cause good enemies iz 'ard to find, an Orks need enemies ta fight like they need meat ta eat an' grog ta drink.

I iz more cunnin' than a grot an' more killy than a dread, da boyz dat follow me can't be beat. On Pissenah we jumped da marine-boyz an' our bosspoles was covered in da helmets we took from da dead 'uns. We burned dere port an' killed dere bosses an' left nothin' but ruins behind.

I'm Warlord Ghazghkull Mag Uruk Thraka an' I speak wiv da word of da gods. We iz gonna stomp da 'ooniverse flat an' kill anyfing that fights back. We iz gonna do this coz' we're Orks an' we was made ta fight an' win!"

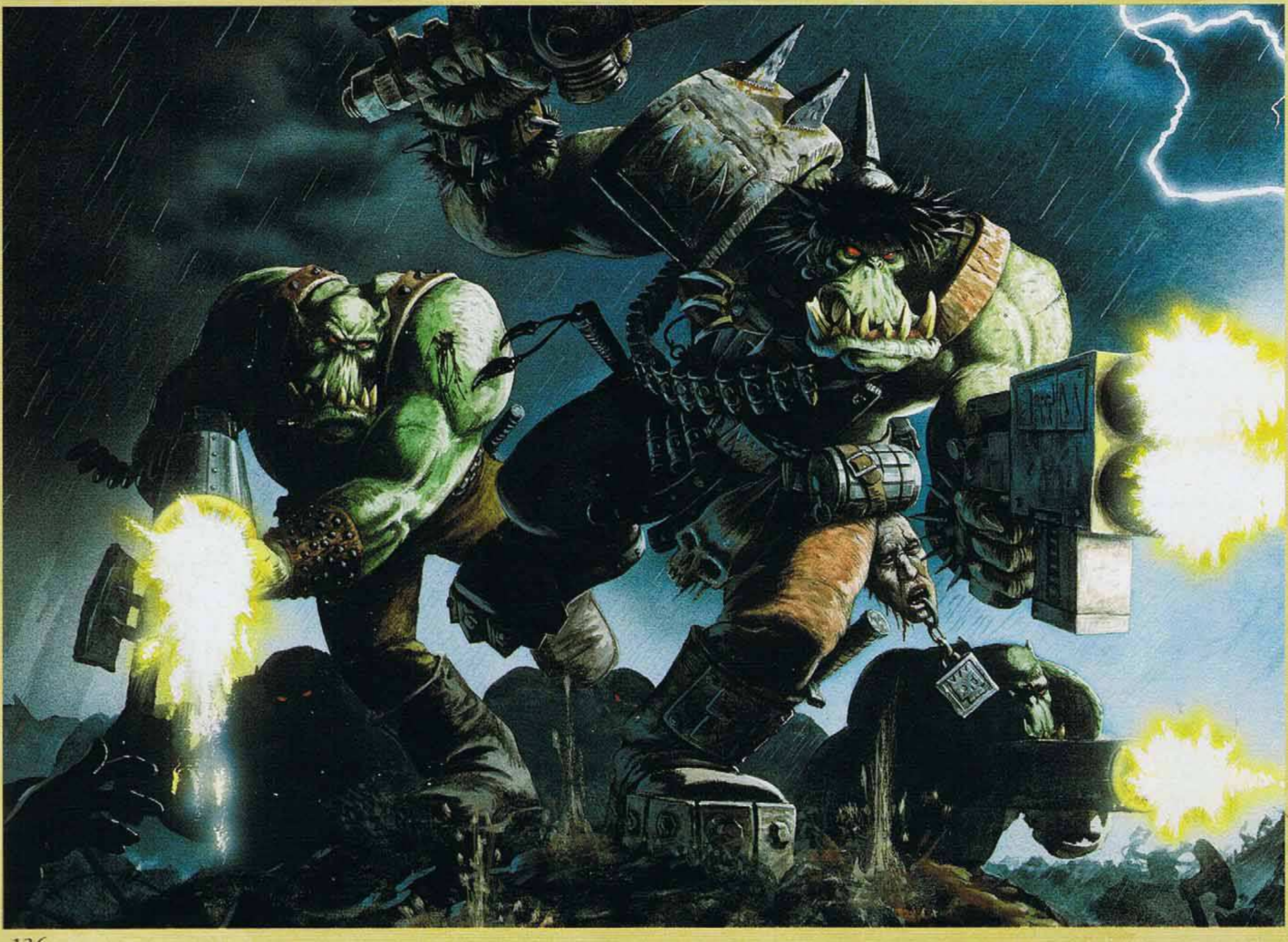
Graffiti on Warlord Titan wreckage found
by Dark Angels at Westerisle, Piscina IV

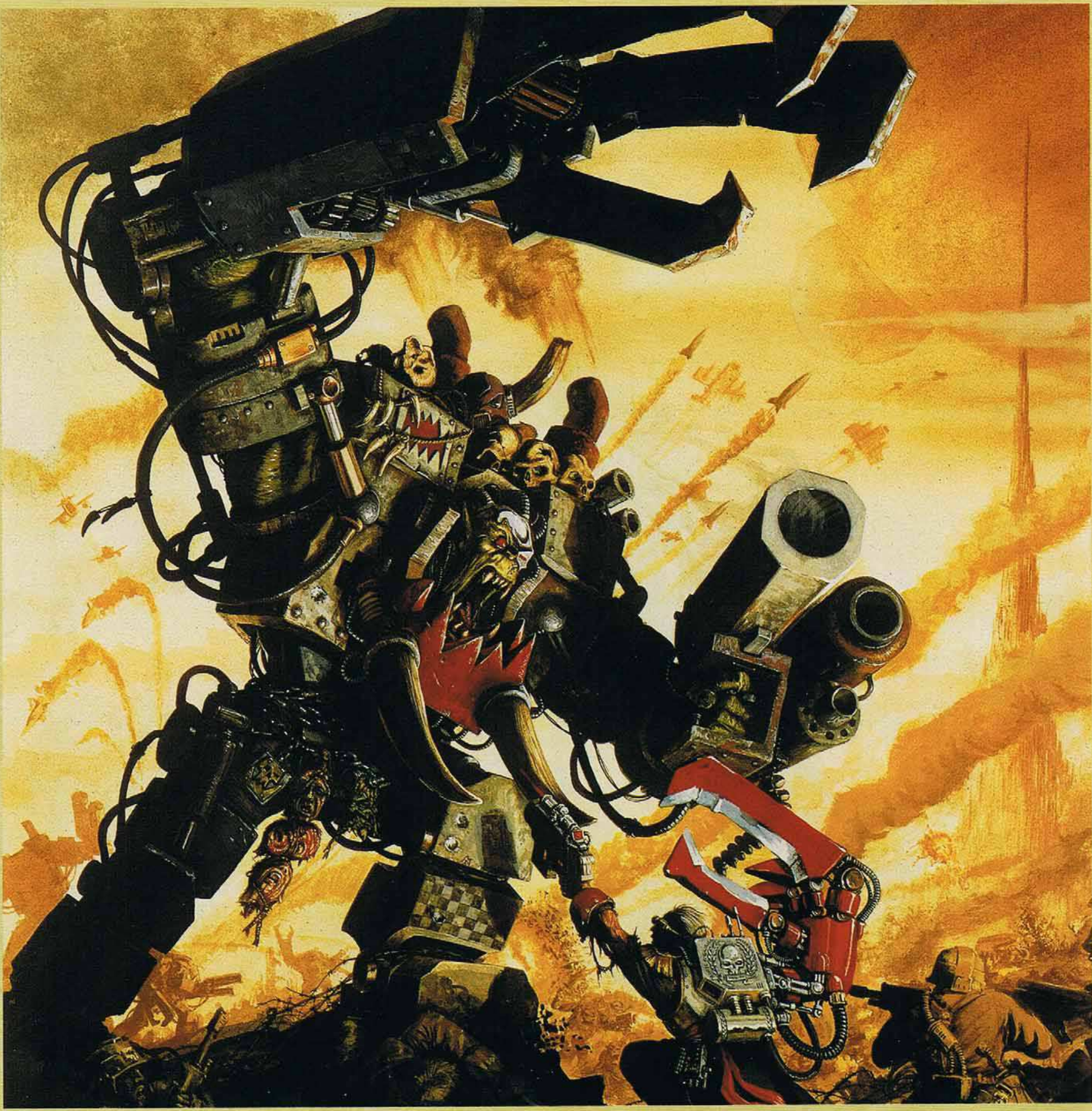
Orks are a tough, brutal and remarkably successful race, and rank amongst the most powerful warriors in the whole galaxy. They control a significant part of known space, but this sprawling territory is divided amongst thousands of individual Ork warlords. Were Orkdom ever to unite against the Imperium it is unlikely that humanity would survive very long.

It is for this reason that Ghazghkul Thraka represents such a potent threat to the Imperium, as he seems to be able to unit the warring Ork tribes in a way that no Ork leader has ever been able to achieve before. Two of the most deadly Waaaghs the Imperium have faced were led by Ghazghkull. After suffering a nasty head wound, he became convinced he had been chosen by Gork and Mork to unite the whole of Orkdom and bring the galaxy under the heel of he greenskins. His rise to prominance was nothing short of meteoric, going from a simple warrior in the mob to being Warlord commanding thousands of Orks in a startlingly short time.

Normally rival warlords are fiercely competitive and spend much of their time fighting each other. However, they all hold an innate desire to gather as many boyz together as possible and lead a huge Waaagh against their greatest enemies. The Waaagh is a sort of crusade – the Orks stop fighting each other and decide to stomp someone else instead! This overriding urge to expand and conquer is a natural part of the Orks' psychological make-up, and has greatly contributed to their success as a race.

All Orks are slightly psychic, so very potent ideas tend to filter from one Ork to another. When a warlord gets really powerful other Orks sense it and flock to join him, increasing





his power and encouraging more and more Boyz to join the growing Waaagh. As Ork Boyz from nearby worlds gather they form into huge armies ready to do battle.

Mekboyz, the engineers and inventors of the Orkish race, also sense that something is brewing, and begin to build huge fighting machines in readiness for the coming war. At the very core of the Waaagh lies the construction of the gigantic war engines known as Gargants. Each Gargant is a towering war machine with awesome destructive powers. It is also a titanic, mechanical, fighting, fire-belching idol made in the image of the Ork gods, and building Gargants is thus very much an act of worship for the Orks. The Ork war gods, Mork and Gork, epitomise the Orkish character on a vast scale, being big, carefree, boisterous beings that leave a trail of destruction in their wake. War, conquest, migration, endless feuds, the din of weapons and the war cries of countless Orks are but the crude games and raucous laughter of the Ork gods of war.

Ghazgkhull's War Horde is typical of these large Ork armies. It includes Orks from several hundred tribes gathered from over a hundred planets, and includes members of all of the major Ork clans, and quite a few minor ones too! The Boyz in the horde are backed up by prodigious numbers of Grot orderlies and Grot Big Gun mobs, and the most inventive and dangerous Mekaniaks in all Orkdom labour day and night to provide Ghazgkhull with the most potent and dangerous Gargants belonging to any warlord in the Waaagh.

Ghazghkull's first invasion was stopped and he was assumed slain. As is now very well-known, this was not true, and he has proved to be the most dangerous of Ork leaders, one with both drive and ability in abundance. Now he has returned to Armageddon after decades of planning and testing the Imperium's defences. If Armgeddon falls, Ghazghkull could unify Orks across the entire sementum into an unstoppable Waaagh that might threaten Earth itself!

How To Use The Army List
Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. Other more specialised formations do exist, suchas Kults of Speed and Blitz Brigades. The different types of Ork formation you may choose are shown on the army list that follows.

The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a *big* formation, and a formation with three times the normal number of units is called a *'uge* formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft and Gargants.

Extra Units: An Ork formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation. For example, a normal sized Kult of Speed can include 0-1 Oddboy, a big Kult of Speed can include 0-2, and a 'uge Kult of Speed can include 0-3. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

SPECIAL RULE
6.5.1 Ork Warlords

Every Ork army *must* include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. If the army includes any Great Gargants, then the Warlord must be placed in one of them. If there are no Great Gargants in the army then the Warlord will join a Nob or a Gargant unit.

Battlefortresses & Gunfortresses: In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).

GHAZGKHULL MAG URUK THRAKA'S WAR HORDE

Ork armies have a strategy rating of 3. All Ork formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test, or the size of the warband when rallying (see 5.5.1 and 5.5.2).

		COST PER FORMATION			
TYPE	**CORE UNITS**	**NORMAL**	**BIG**	**'UGE**	**EXTRAS**
Warband	Two Nobz and six Ork Boyz and two Gretchin	200	350	500	Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boy unit), Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz, Killa Kans Any number of the following for +35 points each: Battlewagonz, Deth Koptas, Dreadnoughts, Flakwagons, Gunwagons Up to two Nobz for +35 points each Up to one Oddboy character for +50 points Any number of Stompas for +75 points each Any number of Battlefortress for +125 points each Any number of Gunfortress for +135 points each
Stormboyz Warhorde	Six Stormboyz	150	n/a	n/a	Any number of the following for +25 points each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas Any number of Deth Koptas for +35 points each
Kult Of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas.	200	350	500	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagons, Deth Koptas, Flakwagonz Up to one Oddboy character for +50 points
Blitz Brigade	Any four of the following units: Gunwagons, Deth Koptas, Flakwagonz	150	250	350	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagons, Deth Koptas, Flakwagonz Up to one Oddboy character for +50 points Up to one Gunfortress for +135 points each
Mekboy Stompamob	Three Stompas	225	n/a	n/a	Any number of Killa Kanz for +25 points each Any number of the following for +35 points each: Dreadnoughts, Flakwagons Any number of Stompas for +75 points each Up to one Supa-Stompa for 250 points
Mekboy Gunzmob	Five Big Gunz	125	225	325	Any number of Big Gunz for +25 points each Any number of the following for +35 points each: Battlewagonz, Flakwagons Up to one Nobz for +35 points Up to one Oddboy character for +50 points
Fighta Sqwadron	Three Fighta-Bommers	150	n/a	n/a	Up to six Fighta-bommers for +50 points each
Ork Landa	Ork Landa	200	n/a	n/a	None
Kill Kroozer	One Kill Kroozer	200	n/a	n/a	May be upgraded to Ork Battlekroozer for +50 points
Gargant	One Gargant	650	n/a	n/a	None
Great Gargant	One Great Gargant	850	n/a	n/a	None

6.6 SCENARIOS

"Well, I never expected that to happen..."

Last words of Colonel Einz

The pre-defined and slightly abstracted nature of tournament games is not for everybody, and many players prefer to play Epic in a way that allows them to really explore all of the possibilities presented by the game's background. If you are one of those players, or if you are someone like the author who enjoys playing both tournament games and scenarios, then this section is for you. In it we describe how you can devise your own scenarios, and we also provide half-a-dozen or so scenarios that we have devised and which are presented here as examples of what can be done.

We are using the term scenario here in its broadest possible sense, to cover any game that is not a tournament game. Many players imagine scenarios to be something that comes with a bit of historical background, a list of the forces involved, some special rules, and a set of victory conditions – like the training scenarios presented earlier in this book. In actual fact they can be anything that provides a context for a game that you play using the Epic rules and Epic models. Thus saying "Let's just set up all our Epic models on the living room floor and keep on playing until one side is dead!" is every bit as much a scenario as a carefully worked out reconstruction of the assault on the Emperor's Palace – and somewhat easier to organise and play to boot!

Getting Started

While the freedom of choice that scenarios allow is what makes playing them so much fun, it can also make them quite intimidating. There are just so many possibilities one doesn't know where to start! Because of this, is it much better to begin by creating scenarios that are as simple as possible. Trust me, you'll quickly build up to more ambitious projects. In the author's experience, the easiest way to create a new scenario is simply to come up with a new set of victory conditions to use with the tournament game rules. Simply changing the victory conditions can have a profound effect on the way that the game plays, and by concentrating on this it means you don't have to worry about other things like special force lists, special rules or special terrain.

Although tinkering with the tournament game victory conditions is the easiest way to go about create your own scenarios, you do need to be aware that the victory conditions you come up with can affect the balance of the game. There are exceptions of course, for example, the first two or three training scenarios are as about an even game as you could imagine, but generally one side or the other will have slightly more chance of winning than the other. This scares a lot of players, especially inexperienced players who haven't had the chance to learn that losing a game played with toy soldiers really doesn't matter all that much in the cosmic scale of things. This isn't to say that scenarios should be completely one-sided, just that they don't need to be a completely even 50-50 proposition for each side. To be honest once you've played a few scenarios the whole idea of them needing to be balanced will seem slightly ludicrous, as you'll have learnted that losing an interesting scenario can be every bit as much fun as winning a perfectly balanced tournament game.

None the less, if this kind of thing worries you then it is best to start off by playing scenarios that are as even as you can make them. A good way of doing this is to take a leaf from the tournament game rules, and come up with a scenario where victory conditions 'mirror' each other and are the same for both sides. If you do this and also allow players to pick their forces from the tournament army lists, then you can be pretty certain that the game will be an even contest for both sides. The trick with this type of game is to come up with a way of setting up and winning that is different enough to the tournament game set-up rules and victory conditions to create an interesting game. After all, if you set up in more or less the same way as the tournament game and the victory conditions are similar to those in the tournament game, and you are using the tournament game army lists, then you might as well play the tournament game anyway!

Coming up with alternative ways of setting up or winning is really not all that hard at all. One good source of inspiration are the 'Standard Missions' in Epic's sister game Warhammer 40,000. The standard scenarios are designed to be as easy to play as 'pick-up' games, and because of this they use even-point forces and mirrored victory conditions. The Cleanse mission is one of the most commonly played, and transfers extremely easily into Epic. In Cleanse, the table is divided into four equal quarters, and the players' armies set up in opposite quarters at least 18" (45cms in Epic) apart. The game is played for a set number of turns (about four would be right for Epic), and the player that controls the most table quarters at the end of the game is declared the winner. To control a quarter you must have an unbroken formation that is over half strength in the area, and your opponent must not. With a bit of common sense it is possible to transfer the other Warhammer 40,000 standard scenarios to Epic just as easily.

The Escalating Engagement scenario presented on the opposite page is another example of a fairly well balanced scenario that uses the tournament army lists and has mirrored victory conditions. We say 'fairly well' balanced, as it's important to note that both the Cleanse mission described above and the Escalating Engagement scenario shown opposite do slightly unbalance things in favour of certain armies. In particular, you will find that armies with a lot of infantry and war engines do much better at the Cleanse mission, while armies with plenty of transport and fast moving units do better in an Escalating Engagement. But to be honest, part of the fun of playing scenarios, even very simple ones like these, is that it forces you to re-evaluate your army and the mix of forces that you use, and to learn new tactics, both of which will make the games more interesting and challenging.

Escalating Engagement Scenario

Two patrols clash while they are probing a weakened sector of the battlefront. As the engagement continues, both sides call in additional reinforcements to maintain the attack.

Forces: Both players pick armies to an agreed points total between 2,000 to 5,000 points using the tournament army lists.

Gaming Area: Set up the terrain for the game in any mutually agreeable manner. If one player sets up the terrain then his opponent may choose where to deploy. If you set up the terrain as a joint effort then the player with the higher Strategy rating may choose the table edge he sets up on. If both players have the same Strategy rating then dice to see who gets the choice of table edge. You can pick a long edge or a corner (half way up each long and short edge). The opponent sets up on the opposite edge.

Deployment: Each player starts with only one formation deployed on the table. This must be the formation with the lowest points value in the army, not including any formations that include war engines, aircraft or a supreme commander. The formation may be set up anywhere within 45cm of their table edge.

Reinforcements: All of the remaining formations in the players' armies are assumed to be advancing towards their table edge as quickly as possible. At the start of each turn, each player is allowed to bring on one or more formations, as listed below.

First Turn Arrivals: Any formation where the slowest unit in the formation has a speed greater than 30cm.

Second Turn Arrivals: Any formation where the slowest unit in the formation has a speed greater than 15cm.

Third Turn Arrivals: Any remaining formations.

Any Turn: Aircraft, spacecraft, formations that can teleport, and formations that deploy from orbit (see normal rules for deploying these units).

Formations must deploy on their turn of arrival. To decide where the formations come on the players take it in turn, starting with the player with the lower Strategy rating, to place a unit from each formation on their table edge. The unit shows where the rest of the units in the formation will enter play during the first turn. If several formations want to enter play at the same point (along a road, for example) simply place the units in a row one in front of the other, and measure their movement from the rearmost unit in the row. If you prefer you can place counters or tokens instead of units, just as long as you know which token corresponds to which formation. The formations move onto the table in the action phase. Formations that fail their Initiative test must choose to move as their Hold action, and will enter play with a Blast marker for failing the Initiative test. All formations must enter play on the turn of arrival; you may not keep formations 'in reserve'.

Victory Conditions: At the end of the fifth turn count up Victory points to see who has won. Each player scores a number of points equal to the full points value of any enemy formations that have been completely destroyed, plus the full points value of any enemy formations that are broken and have been reduced to half strength or less, plus half the points value of any formation that has been reduced to half strength but is not broken, plus half the points value of each formation over half strength that is broken. Whoever has the higher points score is the winner. For the purpose of this rule, a formation's 'strength' is equal to the number of units in the formation plus the (remaining) damage capacity of any war engines.

Opposed Victory Conditions

Although many of the scenarios you'll have played so far use the same victory conditions for both sides, this is not always the case. Several of the training scenarios have what are called opposed victory conditions, where one side must do something in order to win, and the other side wins if they can stop them doing it. The victory conditions for the training scenario 'Death From The Skies' (see 4.5.1) are a perfect example of opposed victory conditions. The Orks have three turns to destroy the bunkers and the Basilisks, and if they don't do this within the time limit then the Imperial player wins!

A slight variation on this standard form of opposed victory conditions are ones where each side is trying to achieve a slightly different objective. The victory conditions for the 'Korps Grinda Returns!' scenario (see 3.4.1) are an example of a very simple form of this type of opposed victory condition. In 'Korps Grinda Returns', the Orks must destroy two bunkers to win, while the Marines must destroy the Gargant before it achieves its objective. If the Marines destroy the Gargant but the Gargant managed to destroy a bunker, then the game is a draw.

The difficulty with opposed victory conditions, and the reason that tournament games usually have mirrored victory conditions, is that opposed victory conditions are inherently unbalanced. Even with identical forces there is no way to know for sure that both sides have the same chance of winning, where as with mirrored victory conditions and identical forces only luck and skill will separate the winner from the loser. Fortunately, scenarios don't need to be perfectly balanced – in fact they don't need to be balanced at all! Instead, all the victory conditions need to do is decide who has won. It helps if both sides feel that they have some chance of achieving their victory conditions, of course, but to be honest this isn't that hard to achieve, especially after a bit of practice. If you start out by setting up some small scenarios with opposed victory conditions you'll quickly start to get a 'feel' for what works and what doesn't, and just how much of an advantage different sorts of opposed victory conditions offer each side.

Much more importantly, the opportunities offered to the budding scenario designer by opposed victory conditions more than outweigh their disadvantages. The main problem with mirrored victory conditions is that they are always slightly abstract. By this I mean that they work well in terms of making Epic a balanced *game*, but are less effective in terms of making Epic a compelling and believable *story*. This is because very few battles involve two sides trying to achieve exactly the same thing; battles are usually fought because one side wants to achieve something, and the other side wants to stop them! Using opposed victory conditions allows a scenario designer to draw on all of these archetypal battlefield situations and include them in their games of Epic. The result is games that feel like they are based on real events, rather than the more formal and chess-like games represented by the tournament game rules.

The importance of this can't be understated, as it is one of the primary reasons for playing scenarios in particular and tabletop wargames in general in the first place. A good tabletop wargame will allow you to 'suspend your disbelief' so that you start to see what is going on as an exciting story that you are witnessing, as much as a game that you are trying to win. You'll find yourself thinking 'Well done lads!' when some of your troops pull off a risky assault, or as they bravely regroup under heavy fire and keep on 'Hanging on in there!', and before you know it your army will stop being a collection of toy soldiers, and become real little men (or aliens!) taking part in a life or death struggle under your command.

We've already mentioned some examples of how opposed victory conditions can be used, and it is not difficult to find many, many more by the simple expedient of reading military history books or Black Library novels, or by watching war movies (I know, it's tough work, but someone has to do it!) In addition, many of the non-standard missions in the Warhammer 40,000 rulebook use opposed victory conditions and can be transferred very easily to Epic. The 'Breakout' scenario on the opposite page is based on the mission of the same name from Warhammer 40,000, while the introductory text is actually based on the real-life exploits of a Red Army officer that fought against the Germans when they invaded Russia in 1941.

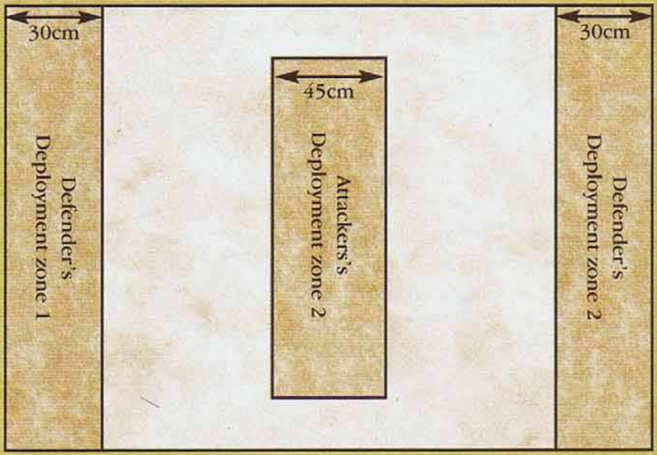
Breakout Scenario

General Belov was the commander of the 10th Minervan Tank Legion on Armageddon, and held a vital position on the flak of the Imperial defence line for the hive city of Death Mire. The 10th was caught off guard by the Ork invasion, surrounded on all sides as Ork warbands descended on the planet or appeared from their hiding places in the dense jungle that separated Hive Prime and Hive Secundus.

Rather than stand and die, Belov decided to break through the Ork lines and reunite his regiment with the other Imperial forces gathering to defend Death Mire against the Ork invaders. The 10th fought a series of increasingly bloody engagements against the Ork forces, until they finally managed to breakout and rejoin the other defenders of Death Mire after five days of almost continuous conflict. The long and bloody march cost the regiment over half of its men.

Forces: One player commands the 10th Minervan Tank Legion (see the Designer's note on the right), and the other the Orks. The players pick armies to an agreed points total between 1,500 to 5,000 points using the Armageddon Steel Legion and Waaagh Ghazgkhull tournament army lists. Note that Titans, Gargants and Spacecraft *may* be used, as such units featured in a number of the battles that took place during the 10th's breakout.

Gaming Area: Set up the terrain for the game in any mutually agreeable manner.


30cm
30cm
45cm
Defender's Deployment zone 1
Attackers's Deployment zone 2
Defender's Deployment zone 2

DESIGN CONCEPT

10th Minervan Tank Legion

The 10th Minervan Tank Legion was at full strength at the start of the battle, and included companies of armoured infantry, tanks and self-propelled artillery. Although there are some minor differences between the uniforms and vehicle patterns used by the Minervan's and those used by Armageddon Steel Legion formations, these can safely be ignored and a Minervan army can be represented by Steel Legion 'stand-ins'. To be strictly accurate, any Minervan force should include a high proportion of Tank Companies, as these formed over half of the regiment's total strength at the start of the campaign. However, over the course of the five-day breakout, the 10th fought numerous engagements where they fielded few if any tanks. This was especially true towards the end of the break-out, when heavy losses due to enemy action and mechanical breakdown had reduced the number of Leman Russ tanks in the regiment to less than a quarter of their starting strength.

Deployment: The Ork player must split his force into two parts, one for each deployment area (see map). Each force must only include whole formations, and formations may not be split between the two deployment zones. After the Ork player has deployed, the Minervan player may deploy his army in the central deployment area.

Special Rules: Minervan formations are allowed to leave the table along either *narrow* table edge (ie, the edge where the Orks deploy). All surviving units in the formation must leave on the same turn in order for any to be allowed to leave the table – its all or nothing, you can't leave part of the formation behind!)

Victory Conditions: The Minervan player must get half or more of his formations off the table in order to win. Any formation reduced to half strength or less only counts as half a formation for this rule.

Unbalanced Forces

If using mirrored victory conditions is rather abstract, then having balanced forces is even more so. It is extremely rare for battles to be fought between two evenly balanced forces, and what happens far more frequently is that one side will have a numerical or qualitative advantage, which the other side will try to offset through the clever use of terrain or by employing cunning stratagems such as ambushes. These things are very difficult, in fact almost impossible, to include in a tournament game. This is partially because it is very difficult in a battle between two unbalanced forces to come up with a set of victory conditions that 'mirror' each other and which are still fair to both sides, and partially because tournament games use army lists that allow players a great amount of freedom in what they choose. This freedom can make it very easy for one side or the other to get round any special victory conditions designed to make the game an even contest.

This becomes much less of an issue in a scenario, where it is less important that the game be perfectly balanced, and where it is also possible for the scenario designer to dictate what forces a player may use. Let us say, for example, that you have decided to create a scenario where a smaller force ambushes a larger enemy and then has to escape. Given a free hand, the ambusher would take as many skimmers and fast moving units as he could to allow for a quick escape, while his opponent could either do the same to allow for a quick pursuit or take the toughest units in his army to minimise the damage that he suffers. While this may make for a swift game, it could also be a rather boring one, and therefore the scenario designer might limit the amount of skimmers or fast units the ambusher can use, and force the player being ambushed to take a reasonable number of lightly armoured vehicles and infantry. The degree to which the scenario designer dictates what is available is up to them, and can range from simply saying "Use the tournament list but no skimmers" through to providing a specific force list for each player. We'll return to this second option again later…

First though, it's important to underline that scenarios that use unbalanced forces are, well, unbalanced! This means that they require the use of some special rules or set-up restrictions that provide enough of an advantage to the smaller force to give it some chance of winning. Remember, you don't need things to be completely balanced, but you should avoid setting up games that end up similar to the Drop Zone Massacre on Istvaan V. The other thing to bear in mind is that it is very difficult to win against a superior force, so the advantages given to the inferior force need to be quite substantial. Imagine playing tournament games where your opponent has even a third more points than you; how often do you think you would win? Not very often is the answer! Because of this, you should try as much as possible to avoid battles where one side has a greater than 2-1 advantage, as it will be very nearly impossible to come up with a situation where the smaller force does anything other than run or die.

As with opposed victory conditions, it takes some practise before you will learn what makes an interesting scenario between unbalanced forces, and what leads to a one-sided walkover. Because of this it's best to start off small and then work your way up to bigger battles. Apart from anything else, you'll be able to fight smaller battles more than once over the course of a gaming session, allowing the commanders to swop sides and see if they can do better than their opponent.

Fixed Forces vs Army Lists

One subject mentioned briefly above was the decision as to whether to allow players to pick their army from the army lists, or to provide a fixed force list – in other words whether you should write down exactly which forces are to be used in the scenario. All of the training scenarios use fixed force lists, and in the author's experience it is the best way of ensuring that scenarios make interesting games. If you consider some of the later training scenarios like Thunderhawk Down (see 4.5.2), then you'll see that these scenarios simply wouldn't work without fixed forces. Imagine what would happen in the Thunderhawk Down scenario if the Ork player could choose to take a warband instead of fighter-bomberz, for example.

In fact the only real advantage of using an army list is that it allows the people playing the scenario to choose the forces they will use for you. Sometimes there is a good reason for allowing players this option; you might not be sure exactly what models there will be available to use, for example, or you might not have time to draw up a force list, especially if you are designing a very large scenario. More often than not, though, these are excuses rather than good reasons. In 99 cases out of 100, scenarios are used by players from a regular group, where everybody knows each other well, and knows what forces the other players can field. In these circumstances it's really not that hard to come up with a fixed force for a scenario, and doing so will almost invariably lead to a closer and more exciting game as you will be able to engineer the forces in such a way as to make things more interesting. For example, the Ambush scenario on the opposite page uses carefully selected forces for the two sides in order to ensure an interesting and challenging game. Using fixed force lists also makes it far easier to incorporate new units and new formations, as discussed next.

Ambush Scenario
Throughout the Armageddon campaign, contingents of Space Marines operated in a covert role behind enemy lines. These forces were usually dropped off by Thunderhawk Gunship or landed by Drop Pods, and would then operate independently and attack targets of opportunity until they were picked back up. Although lightly equipped and devoid of anything other than the lightest support vehicles, Space Marine raiding parties like this caused huge problems for the Orks by launching raids and carrying out numerous ambushes.

The Angels of Fire 3rd Company was dropped behind Ork lines early in the campaign, and remained there for over a month. One week after they landed, Scouts reported that several large formations belonging to Warlord Morbad's Big Gunz were heading in their direction. The resulting ambush completely destroyed one of Morbad's Big Gun warbands and badly damaged two more for the loss of two Land Speeders and less than a dozen Marine casualties.

Elements of Morbad's Big Gunz: One Blitz Brigade with five Deth Koptas; one Kult of Speed with five Buggies, four Warbikes and one Skorcha; three Mekboy Gunzmobz each with six Big Gunz; one Kult of Speed with three Buggies, four Battlewagons, eight Boyz and four Grots.

Angels of Fire 3rd Company: One Assault detachment with three Assault units led by a Space Marine Chaplain character; one Devastator detachment with four Devastator units and two Dreadnoughts; one Tactical detachment with four Tactical units led by a Space Marine Captain character; one Tactical detachment with five Tactical units led by a Space Marine Librarian character; one Scout detachment (attached from 10th Company) with four Scouts units and one Sniper; one Land Speeder detachment, with four Land Speeders; one Land Speeder detachment two Land Speeder Typhoons and three Land Speeder Tornados; one Bike detachment with four Bike units and four Attack Bikes.

Gaming Area: Set up the terrain for the game in any mutually agreeable manner, as long as there is a road running from one narrow table edge to the opposite narrow table edge.

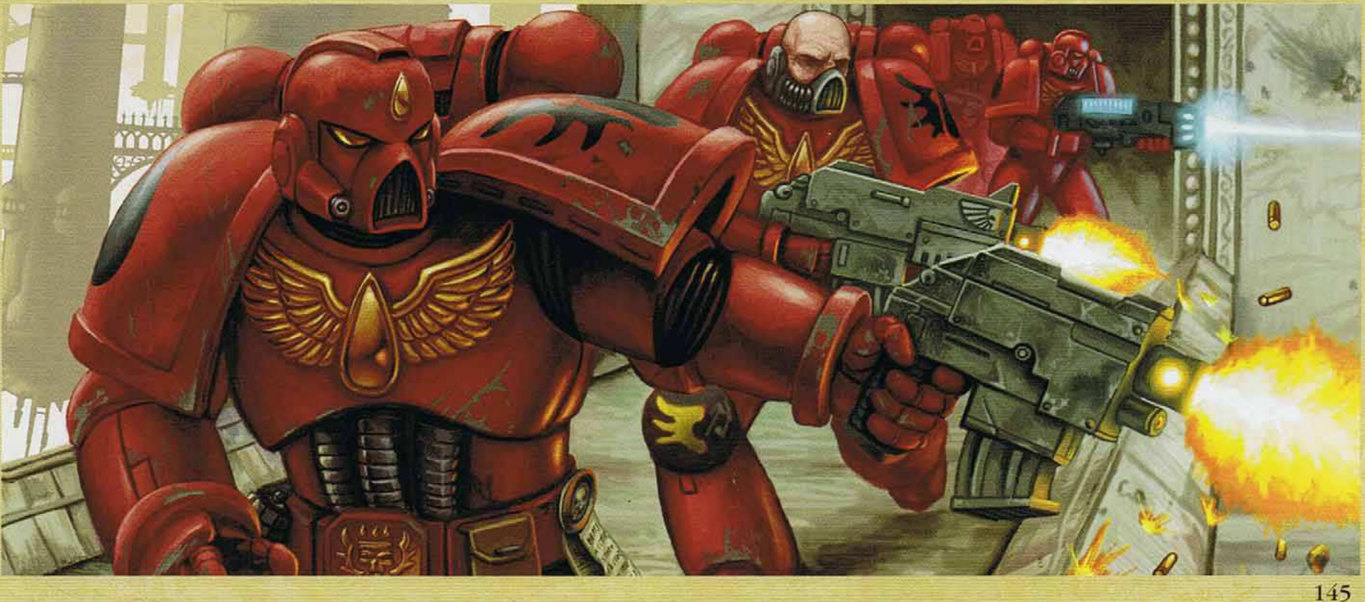
Deployment: The Ork player sets up first, by placing one unit from each formation at one end of the road that links the two narrow table edges. This shows where the Ork convoy will enter on Turn one, and the order that the units are placed shows the order that the Ork formations will enter play. The formation with a unit at the front of the queue enters first, and so on. The Space Marine player now deploys his whole army, anywhere he likes on the table that is at least 30cm away from the road that joins the two narrow table edges. If the Space Marine player desires, he can deploy the Scout detachment within 15cms of the road.

DESIGN CONCEPT
Scenario Special Rules

The special rules reflect the fact that the Orks were in a convoy driving along the road, and didn't see the Marines until they opened fire. Allowing the Marine player to make any Ork withdrawal moves on Turn one reflects the panic caused by the Marine ambush. Note that the Marine player is not allowed to move the Orks within 15cms of a Marine unit in order to get them killed 'while trying to escape'.

Special Rules: On the first turn the normal sequence of play is not used. Instead each Ork formation *must* take a march action, and may not leave the road. All Ork units must enter play on the first turn, must stay on the road, and must remain in the order determined during deployment. After all the Ork formations have made this first move, all Space Marine formations may shoot just as if they were on overwatch. If any Ork formations are broken by the Marine fire then the *Space Marine* player is allowed to make their withdrawal move; however the Marine player is not allowed to move the Orks so that any units end up within 15cms of a Marine unit. Once all Marine formations have shot, carry out the Rally phase. Play then returns to the normal sequence for the rest of the game.

Victory Conditions: The Space Marine player has three turns (including the first) in which to reduce all Ork formations to half strength or less, while at the same time avoiding having four or more Marine detachments reduced to half their starting strength or less. In addition, the Marine player must completely wipe out at least one of the Mekboyz Gunmobz. Any other result is an Ork victory.



New Units & Formations

An example of three formations created for a scenario. The HQ detachment on the top of the hill is made up of six units, supported by two Tactical detachments, one with six Tactical units and one with four. Each Tactical detachment has an attached Scout unit.

The ease with which new units and unique formations can be used in a scenario is one of the biggest advantages they have over tournament games. In a tournament army list, it takes months of testing to ensure that units and formations have the correct points value and that they are balanced and fair. Over the years I have worked at Games Workshop, I have attempted to come up with systems that allow players to build their own units and add them to a tournament game army list – but I have never succeeded in coming up with a system that players can't exploit in some way or another. For this reason, the Epic tournament army lists only include units and formations that have been extensively play-tested, and that are readily available as part of the Epic model range. The bottom line of any set of army lists is that it they are as fair as possible for both players. Having a situation where one player may have access to units that another player simply can't get hold of just would not be fair, and so is not allowed.

On the other hand, there are many players who really enjoy scratch-building and converting models, or that have collections of models from older versions of the Epic rules that they would like to use. Scenarios are the prefect place to use such models, as the player devising the scenario can create the units in such a way as to ensure that everything is – more or less – fair and balanced for both sides. (Players with collections of Epic models that are no longer in production should also check out the Appendices at the end of the rules, which have specific rules and guidelines for using these models).

Scenarios also allow players to field non-standard formations – in other words formations that are different to those described in the army lists. The 'fixed' formations used in the tournament army lists are a huge simplification of the type and variety of formations that can be fielded in an army. It is extremely rare for two formations to be exactly the same in their composition, even if they are nominally of the same type. For example, while a newly recruited formation would start off at full strength, over the course of a campaign casualties will reduce its strength until finally only a hard core of very experienced troops were left. If we take a Steel Legion Infantry Company as an example of this process, then a newly raised company would probably have twice as many units as the formation shown in the Steel Legion army list (ie, about 24 instead of 12), but as it is green and inexperienced should probably have an Initiative value of 3+. The same company at the end of a campaign might be reduced to half a dozen stands, but as these are all hardened veterans they should probably have an Initiative value of 1+. You get the idea, I'm sure.

Now, it is clearly neither practical or desirable to try to create a set of tournament army lists that cover every type of unit and every type of formation them could possibly be in an army. Instead, they very sensibly concentrate on what is typically found in each army. Thus the Steel Legion infantry company does represent a bunch of wet behind the ears new recruits or a small group of hardened veterans, but something about half way in between. When playing a scenario, however, there are no such restrictions, and you should feel free to invent new units and create new formations as you see fit. If you are devising a scenario that requires an Imperial Governor's elite personal bodyguard to be present, along with the Governor in his bullet-proof limousine, then you can just go ahead and work out what is in the formation and then come up with the datasheets for the new units. Any new units that you invent like this clearly won't have any points values, that isn't really a problem in a scenario as you can just use a fixed force list instead.

WARLORD CLASS BATTLE TITAN
Mars pattern, Deathstrike Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+

Weapon	Range	Firepower	Notes
Rocket Launcher	60cm	2BP	Fixed Forward Arc
Deathstrike missile	Unlimited	MW2+	One-Shot, Titan killer (D6)
Gatling Blaster	45cm	4 x AP4+/AT4+	Forward Arc
Power Fist	(base contact)	Assault Weapon	Extra Attack (+1), Titan Killer (D6)

Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.

Notes: *Fearless, Reinforced Armour, Thick Rear Armour. Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

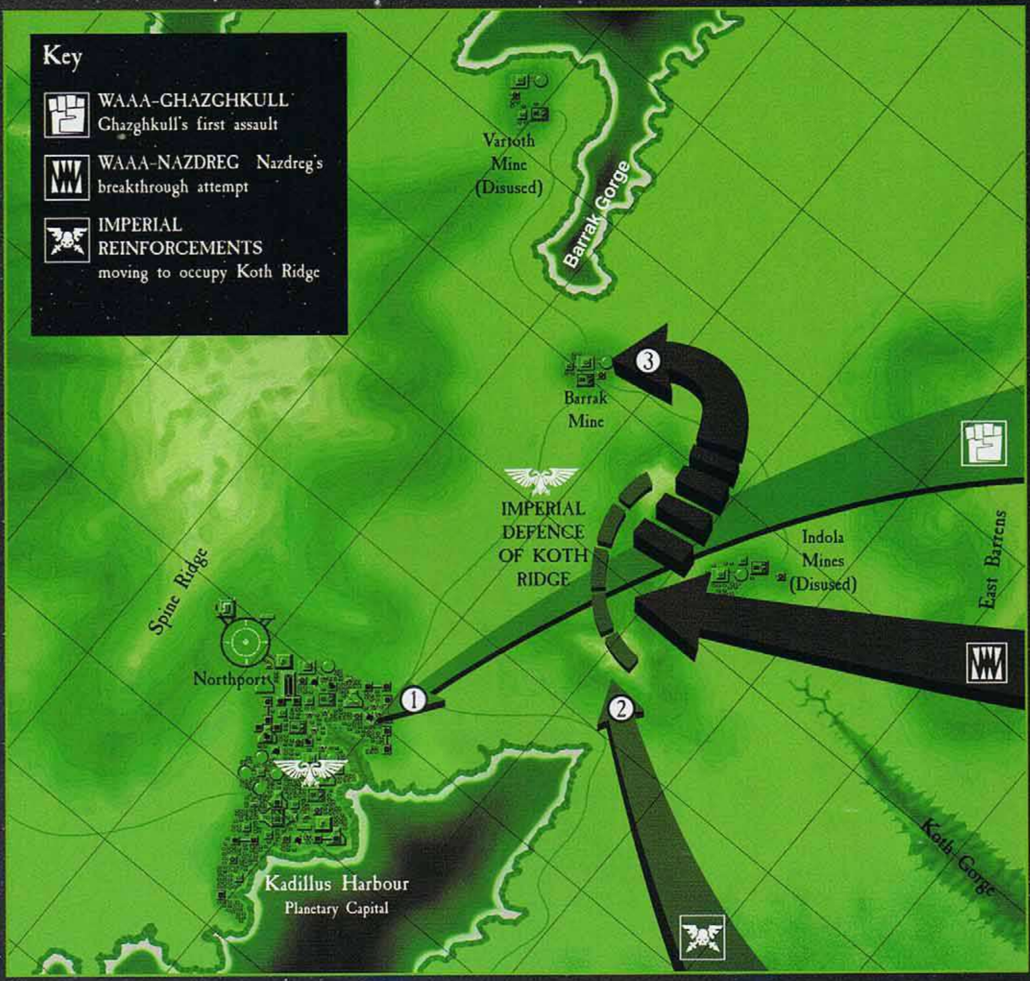
KADILLUS ISLE – PISCINA IV

The first stages of the Piscina Campaign.

(1) Ghazghkull crosses Koth Ridge from the East Barrens, and assaults Kadillus Harbour.

(2) Imperial reinforcements move quickly to cut off Ghazghkull's warriors and prevent Nazdreg from linking up with him by occupying Koth Ridge.

(3) Nazdreg then turns north to attack the power plant at Barrak Gorge, as Dark Angels Scouts set out to discover how the Orks are getting onto Piscina IV.



To Map Or Not To Map

One thing every scenario designer needs to consider is whether the scenario requires a map or not, and also how detailed this map will be. Almost all of the training scenarios in this book do without a map. We've done this because it is difficult for us to know exactly what terrain the people playing the scenarios will have available, so we've left things as open as possible whenever we can.

When you are designing your own scenarios you can do the same thing, and there is no reason at all for you to draw a map unless you really have to. The advantage of not drawing detailed maps for scenarios is that it is easier to work this way, and it makes it easier to use whatever terrain you have available when playing a game. Quite often scenarios will not really require a map at all, and at other times they will only require a map showing vital terrain features. The Korps Grinda scenario works like this, just showing the terrain features that need to be placed, and allowing the players to add more scenery to the gaming table as they see fit.

On the other hand, making a proper map for a scenario will add a lot of character to the game, as you will be able to make sure that the terrain is interestingly and appropriately laid out, and you can also name all of the terrain features when this is appropriate. You can also use maps to show the 'larger picture', showing what is happening beyond the area represented on the gaming table. Once again this will help the players get a feel for the situation that the battle is taking place in, and this will make any games that are played that much more enjoyable. It is far more fun knowing that you are battling for the famous heights of Koth Ridge on Piscinia IV, or that you have just captured one of the bridges over the Sulphur River on Rynn's World, than it is to simply capture 'the hill' or 'the bridge'. On the whole, then, taking the time to create a map for a scenario is well worth the effort if you have the time, and the players will appreciate the game far more.

Unique Situations & Terrain

Arguably the most important thing that scenarios allow you to do is fight battles based on unique situations or over exotic terrain. A classic example of the first type of scenario is the 'opposed planetary invasion' where one side must land all of their troops from orbit onto a well-defended landing site. An equally classic example of the second type of scenario is an 'opposed river crossing', where one side must breach a river defence line.

What these unique settings almost always require are a whole slew of special rules. Say, for example, you have decided to run a scenario that takes place on the frozen ice-wastes near the southern pole of Armageddon. You will need to decide what special rules will be required in order to fight battles in this special setting. How dangerous is the terrain? Are there hidden crevices in the ice? Could a blizzard blow up? Do special rules apply to certain units in this environment? And so on.

As with almost all of the other types of scenario that we have discussed so far, it is important not to bite off too much the first time that you run a scenario using a very unique situation or exotic terrain. In other words, start off with a Space Marine Battle Company making a landing before you unleash and a Chapter, and do a small-scale river-crossing before attempting a D-Day style coastal landing! The other thing to watch out for is going overboard on the special rules front. It is extremely easy to get carried away and write too many special rules, and it's also very easy to make the rules you do write too complex. With special rules, it is almost always the case that 'less is more'. In other words it is almost always better to have a few simple rules that add a bit of character, than a stack of special rules that simply serve to slow the game down. One simple method of keeping things under control is to write all of the special rules you think you'll need, and then get rid of half of them! Trust me, what's left will be more than enough.

All these things said, unique situations and/or terrain are very well suited to big games, as they bring a feeling of weight and gravitas to the occasion. Although not recommended as your first game, a huge planetary assault, or a coastal landing, or a battle set on the ice-wastes on the southern pole of Armageddon, all make for superb 'monster games' played by all the members of a club, or a 'demo-game' at a games show. You'll find that big games like this will utilise all of the skills you'll have learned playing the other types of scenario discussed above. You'll need to deal with things like opposed victory conditions, unbalanced forces, foxed force lists and new units and formations, and then combine this with the need to devise special rules to cover the unique aspects of the scenario that you are playing. Big games like this are nearly always a group effort, and this mans that you'll also need to organise the players that will be taking part, making sure that they turn up on time for the game, that they help paint the forces required, build the terrain, and so on. This makes the 'big monster scenario' the ultimate challenge for a scenario designer, but it is an equally rewarding project to undertake. There really is nothing quite like running a big monster game!

Multiplayer Games
Scenarios, especially large scenarios, will often involve more than one player on each side. There are a number of different ways to play multiplayer games, each with their own advantages and disadvantages. When you play a multiplayer game, you will need to choose one of the following methods of deciding who does what and when. These methods are:

All-Against-All

Hierarchical Team Play

Simultaneous Team Play

All Against All
In all-against-all games, each player has an army and all the formations belonging to the other players count as being the enemy as far as the rules are concerned. Each player takes a turn in order, based on their Strategy rolls at the start of the turn. The player that rolled highest chooses whether the players will move in order of lowest roll to highest roll, or from highest roll to lowest. In the Action phase, each player acts in this order. If you assault an enemy formation then only units belonging to the same side as the formation you assault may lend supporting fire. You may not assault formations from two enemy armies in a single assault (well, not unless you want to come up with your own house rules for deciding how this works!).

The all-against-all method works best with fairly small games with up to about four players a side. If there are too many formations or too many players, then the game can slow to a crawl, and it is recommended that either simultaneous or hierarchical team play is used for larger games.

Hierarchical Team Game
In team games, the players are split into two sides. All of the formations on the same side treat each other as friendly formations as far as the rules are concerned, and all formations on the opposing side are treated as enemy formations. In team games, formations belonging to different players on the same side may lend each other supporting fire if assaulted.

Team games may either be hierarchical or simultaneous (see below for simultaneous team play). In hierarchical games, one player is placed 'in supreme command' and decides which of the players on his side may take an action when it is their side's turn to do so. This aside, the normal game rules apply in full. Hierarchical games work well for small and medium sized games, but can slow things down a lot if you are running a really large monster session. It is an excellent way of introducing new players to the Epic rules, as they can be teamed up with an experienced player who is the supreme commander for their side, and because almost of the normal game rules are used unchanged.

Simultaneous Team Game
In a simultaneous game, players are split into two teams as described for Hierarchal team play above. However, all of the players with an eligible formation get to take actions when it is their side's turn to do so, rather than just one player doing so. Once all the players have completed their action then play passes to the other side. If any of the players on a side wants to retain initiative then they may attempt to do so; other players on the same side may choose to retain the initiative or not as they see fit. Once all the players have completed the actions they wish to carry out, play passes to the other side and that side gets to carry out actions, and so on.

When playing a simultaneous game, it is possible for an enemy formation to be attacked by two or more attacking formations. For example, two players on the same side might both want to shoot at the same enemy formation, or one player might shoot at an enemy formation while another player wants to assault it, or two players both want to assault the same enemy formation. If this happens then combined shooting or assaults are allowed to take place. Treat the two (or more) formations taking part as a single force when working out the results of the shooting or assault, following the guidelines for coordinated assault in the core rules. On the other hand, if one player wants to assault an enemy formation then formations belonging to other players on the same side may not shoot at the target of the assault, as the assaulting troops get in the way!

Simultaneous play is the best option for very large games, as doing anything else can slow the game down to a snail's pace. However, it can throw up some strange situations that will require common sense or the roll of a dice to sort out. For this reason, it works best when used by experienced players from a regular gaming group that have the experience and maturity to deal with any rules problems that may arise, or if the scenario is run by a non-player 'umpire' who can resolve any disputes.

The Defence of Water Processing Plant 10927

The southern pole of Armageddon is surrounded by an inhospitable region known as the Deadlands. The Deadlands are an icy and blizzard-swept wasteland where the only useful resource is the huge reserves of relatively pure water that can be found there. The numerous water processing plants dotted across this landscape filter out the few remaining impurities and then pipe the fresh water to the ever-thirsty hives on Armageddon Secundus.

When Warlord Skabsnik's Blitz Brigade landed in the Deadlands, it quickly began to overrun and destroy the water processing plants. Output soon fell to just under half of its pre-invasion levels, and Imperial commanders realised that unless something was done and done soon about Skabsnik then the Hives on Armageddon Secundus would fall without a shot being fired as the defenders died from lack of water. Five regiments of Imperial Guard troops, supported by Marines from half a dozen different chapters and Titans from the Legio Victorium were hastily despatched to the area. The first major confrontation between these forces and Skabsnik's boyz took place around the water processing plant known only as 10927.

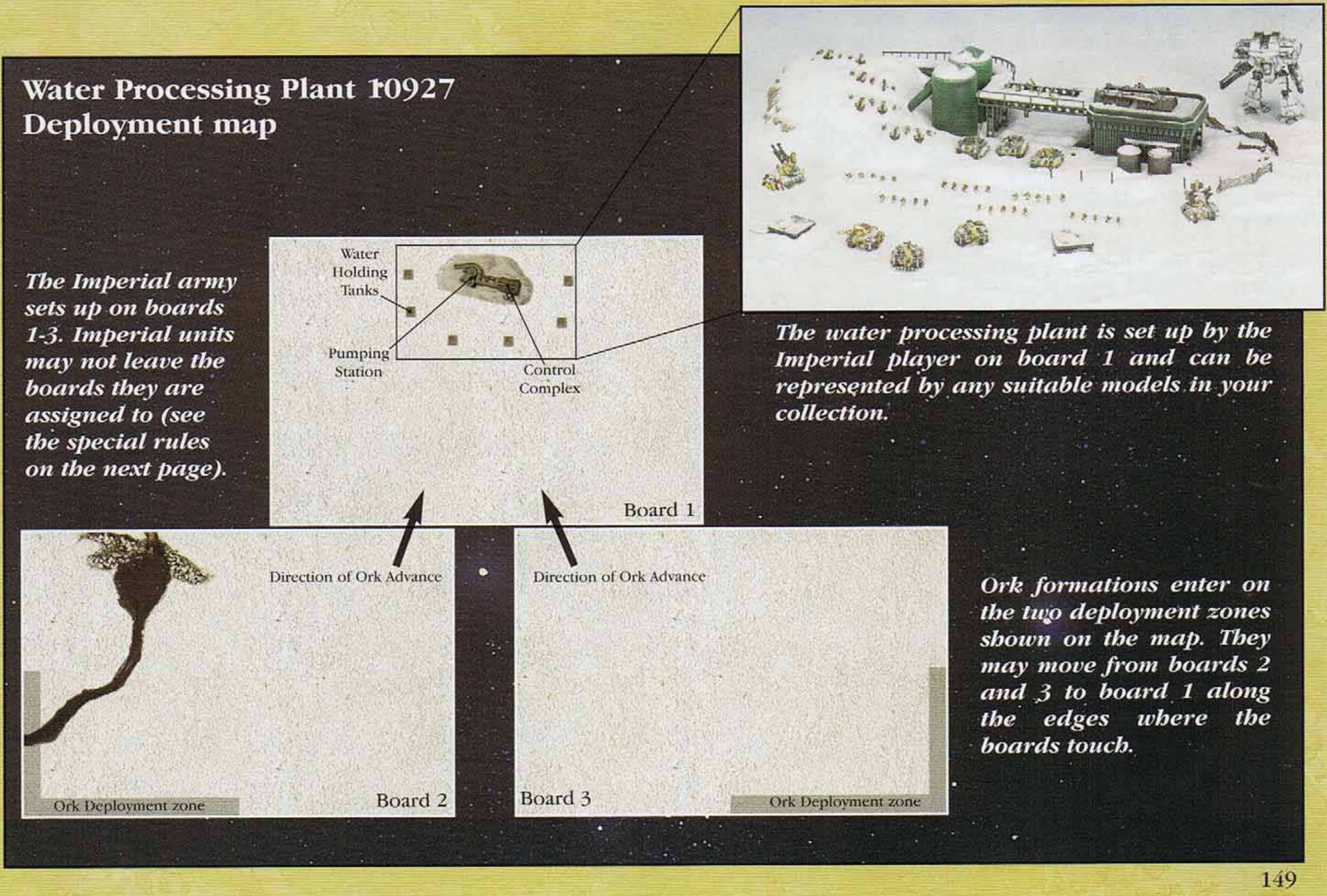
Forces: The idea behind this game was simply to use as many of the Epic scale models in our collection as we could! We therefore worked out the points value of the Imperial forces that we had and compared them to the total Ork forces in our collection. This revealed that the Orks would be heavily outnumbered (in terms of points, at least), so we decided to use all of our Imperial Guard army with 'supporting elements' from our Marine and Titan collections to make up the numbers. This still amounted to a substantial force!

We split the Imperial army into three roughly equal-sized 'commands', and the Ork army into two roughly equal sized 'commands' (or should that be kommands for the Orks?). The reason for this is explained in the deployment and special rules below. As the Imperial side had a more 'fractured' command structure, and also because some of the other special rules favoured the Orks, we decided to allow the Imperial forces a few more units to even things back up (the fact this allowed us to use even more models from our collection had nothing to do with the decision!).

If you decide to refight the battle yourself, than I recommend that you follow exactly the same procedure; get all of the models that you have available, and use as many of them as you can, using the points values from the Grand Tournament army lists to keep things reasonably even! Note that you will need to split each army into separate commands (Two Ork and three Imperial). The important thing is not to fixate too much on 'keeping things even'. In a game of this type all that matters is that both sides have a chance of winning, not that they have the same chance of winning.

Gaming Area: With such large forces in play, we needed a suitably large gaming area too. Rather than use a single table, we decided to but together three of our standard 6' by 4' tables to create a suitable large playing area. As few players can reach across a table that is wider than 6' across, we decided not to butt the tables together in a fashion that created a large rectangular playing area, but instead set them up in a sort of arrow-head shape as shown on the map below. This method of setting up the tables ensured that everyone would be able to reach to the middle of any point on the table in order to manoeuvre their troops, while still giving us a suitably large area to play across. We assumed that all off-table areas were either sea or so filled with dangerous terrain as to make them impassable to all units – after all, they don't call it the Deadlands for nothing!

Number Of Players: This game is designed for five players using the special rules for simultaneous team play (see left).



Water Processing Plant 10927
Deployment map

The Imperial army sets up on boards 1-3. Imperial units may not leave the boards they are assigned to (see the special rules on the next page).

The water processing plant is set up by the Imperial player on board 1 and can be represented by any suitable models in your collection.

Ork formations enter on the two deployment zones shown on the map. They may move from boards 2 and 3 to board 1 along the edges where the boards touch.

Deployment: The Imperial force is split into three commands as discussed. Each command has to set up on a separate table, as shown by the map. No Imperial units may be deployed closer than 45cms to one of the table edges where the Orks will enter play.

Ork forces are split into two commands that enter from different table edges on the first turn of the game. The table edges that the two commands enter from is shown on the map.

Ork formations entering play in aircraft or from spacecraft should be placed aside, along with the transport units that will bring them into play. Units being transported must start the game already loaded into the transport vehicle that will bring them into play (ie, an aircraft or unit with the planetfall ability).

Other Ork formations are assumed to be just off table edge assigned to their command. To show where these formations will come onto the table, you must place a unit from the formation anywhere on the appropriate table edge. This unit shows where the rest of the units in the formation will enter play during the first turn. If several formations want to enter play at the same point (along a road, for example) simply place the units in a row one in front of the other, and measure their movement from the rearmost unit in the row. If you prefer you can place counters or tokens instead of units, just as long as you know which token corresponds to which formation.

Formations entering play in aircraft or from spacecraft can do so on any turn following the rules for transport aircraft and planetfall (see 4.2.5 & 4.4) They are allowed to move onto the table assigned to their command or table one, but cannot be used on the table assigned to the other Ork command. Other Ork formations *must* move onto the table they have been assigned to in the Action phase of the first turn. Formations that fail their Initiative test must choose to move as their hold action, and will enter play with a Blast marker for failing the Initiative test. Formations that are in reserve may not carry out *any* game functions or use special abilities they may have.

Victory Conditions: The Ork player must destroy all three locations that make up the water purifying within 12 turns in order to win (how to destroy the plant is describe below).

Special Rules: This scenario uses a number of special rules that are described below.

Imperial Command Structure: The Imperial forces were ordered to defend their positions to the last man and the troops that made up Commands Two and Three (ie, on the outlying tables) were ordered not to fall back towards the water purifying plant under any circumstances. Because of this, they are not allowed to leave the tables that they set up on during the game. If they do so, they are eliminated. Imperial aircraft are allowed to leave the table to rearm and refuel, but may only carry out missions on their assigned table.

Destroying the water purifying plant: The Ork player must destroy the water purifying plant in order to win. The plant is made up of three key locations, each of which needs to be destroyed for the Orks to win. These locations are: the water holding tanks, the pumping station, and the control complex. Each of these locations will need to be represnted by a suitable model, which is set up on Table One by the Imperial player when he deploys his forces. The water holding tanks and the pumping station must be set up within 15cms of the control complex.

Each location can be targeted as if it were an enemy formation. They may be assaulted, but don't bother working out the result of the assault (ie, just roll to see how much damage the attacker causes). Locations never receive Blast markers, and can't be broken, etc. Details of how the Orks can destroy each location are described below.

Water Holding Tanks: There are six holding tanks. Each is treated as an armoured vehicle with a save of 4+. One hit is all that is needed to destroy each holding tank.

Pumping Station: The pumping station is a robust building that is treated as a war engine target with a 4+ save, a damage capacity of 6, and reinforced armour.

Control Complex: The control complex is underground. In order to destroy it, Ork troops must enter the complex and kill all of the technicians that are there. Ork units can enter the complex by launching an assault and moving inside (remove the units from the table). Only units that can enter buildings may enter the complex. If part of the assaulting formation remains outside, then at least one unit outside needs to stay within 5cms of the entrance in order to maintain formation coherency. All units that enter the complex are allowed to attack with their Close Combat or Firefight values. They must score a total of six hits to kill all of the technicians. Imperial defenders are not allowed to enter the complex (it's off limits!). Ork units in the complex may leave by measuring their move back onto the table from the complex entrance.

Blizzards: The battlefield around the water purifying plant was swept by blizzards and pitted with hidden crevices. To represent these factors, the Imperial player must roll a D6 at the start of each turn:

D6	Result
1	Table One is hit by a blizzard
2	Table Two is hit by a blizzard
3	Table Three is hit by a blizard
4	The Ork player may choose which table is hit by a blizzard
5	The Imperial player may choose which table is hit by a blizzard
6	All tables are hit by blizzards

If a table is hit by a blizzard than the following rules apply:

- Any weapons shooting at units on the blizzard-swept table suffer a -1 to hit modifier.
- All units on the blizzard-swept table that fight in an assault suffer a -1 modifier to any to hit rolls made with Firefight values.
- Formations must treat all terrain other than roads as dangerous terrain (representing hidden crevices covered that the units fails to see because of the blizzard).

6.7 CAMPAIGNS

"A battle is but one part of a larger whole. Any student of war will tell you that a wise commander will not commit to battle unless he has first ensured that it is a fight he cannot lose. But this still gives the battle an importance it does not warrant. Fighting a battle, even a battle you cannot fail to win, is the purest foolishness unless it advances the chances of ending the need for any further battles. Your primary aim must always be to win the war, not win the battle."

Imperium Tactica

Playing one-off games of Epic is an engrossing and hugely enjoyable hobby, but any veteran gamer will tell you that playing an Epic campaign is even more fun. Campaigns allow you to link several games together, testing your ability over the course of several games rather than just one. Although campaigns are quite difficult to organise, they are well worth the effort, and really do represent the ultimate way of playing Epic.

There are a number of different ways of running a campaign, from simple tournament game leagues, right through to highly detailed map based campaigns. In this section, we'll provide some concrete examples of several of these different methods of running a campaign. There are, however, countless different ways of running campaigns, and what we describe here is really only the tip of the iceberg. More than any other part of the rules, the way that you run a campaign is a personal thing, and you should go about it in the way that seems best to you. When all is said and done, if you put in the effort to set up and run a campaign, then you have the right to decide what rules will be used for it!

Tournament Game Leagues

By far the simplest and easiest form of campaign is a tournament game league. In such a league, players simply play tournament games and give their results to the league organiser. The organiser tracks the results and keeps a league table that shows how well all of the players are doing. Leagues like this are very easy to run and are an ideal way of running a campaign in a club with a large number of players.

The simplest form of league to run is called a 'ladder'. At the start players are listed in order of their age, with the oldest player at the top (don't worry, he or she won't be there for long!). When players fight a battle, the winner swops places with the loser, or moves up one place on the list, whichever gets the winner closer to the top of the list.

In more advanced leagues, the players score points depending on how well they do in a battle, and are ranked in order of the number of points scored. For example, you might say that winning a game by achieving goals is worth 3 points, winning on a tie-break or drawing is worth 2 points, and losing is worth 1 point. If you wish, you can add bonus points for things like using a fully painted army, which might be worth a bonus point, or have special 'league sessions' where games are worth more points.

A league organiser may also want to start to track 'stats' from the league games played. In order to do this, you need to make sure that you have a results form that collects the information you want to track, and then come up with some way of tracking the data you have collected. For example, if you wanted to track how long games last, you'd need players to write this down, and if you wanted to know how may goals a player had achieved and which ones you'd need to get them to write this down to. Having this information would allow you to do things like publish the shortest game, longest game, most commonly achieved objective, and so on. For some reason, players find this information fascinating, even if it has no real effect on the outcome of the league.

One other thing you will need to consider is how long the league is going to run for, and if there is to be some kind of 'grand final' to decide the winner. There is no reason at all not to have a 'perpetual' league that keeps on running forever if you wish. However, even perpetual leagues benefit from some kind of regular championship match to decide who is the league champion. Grudge matches between the two top ranked players in a league are always exciting, and will often draw a crowd, and this alone makes them well worth holding. If you are running a league that will finish after a certain amount of time, then a grand final offers a suitably climatic end to the league, and should leave players eager to sign up for a new league if another one is set up at a future date.

While on the subject of leagues that run for a limited period of time, it is probably worth mentioning the Grand Tournaments run by Games Workshop. These are weekend long gaming events where players take part in a series of tournament games. Points are scored for winning games, how well painted your army is, and how sporting an opponent you are. At the end of the weekend, the player with the most points is declared the winner, and players also win awards for being the best general (ie, winning the most games), having the best army, and being the most sporting opponent. Grand Tournaments like this are really nothing more than a tournament game league run over the course of a weekend with a lot of players, and there is no reason not to consider running a similar event for your own gaming group or club.

Different Types Of Campaigns

Fighting a campaign is very rewarding and great fun, and there are many ways to approach it. There are several common types of wargames campaign:

Narrative Campaign

A narrative campaign is a series of battles linked together by a story. This story is often mediated by an independent referee, who can introduce special scenarios, victory conditions, strange events, extra rules and so forth.

For example, the players want to play a narrative campaign detailing an Ork invasion of an Imperial world. The first battle takes place as the beleaguered defenders of the space port are attacked, when the Orks try to capture the port so they can get their war engines to the surface. The Orks win, so the referee decides they can use war engines in the next battle because they can use the space port landing pads. In the next game, the Orks go on the offensive and attempt to break through the defenders now encircling the space port. Say they win again, the referee decides that the Governor's palace is now under threat from the Ork invaders and a large battle takes place between the Governor's guards and attacking Orks. The Imperium wins this time so the referee allows the Imperial player to attempt to send a Space Marine strike force mounted in Thunderhawks to make a suprise attack on the base of the Ork Warlord leading the invasion, and so on. The campaign continues like this until the narrative suggests an ending.

It may even be the case that a battle suggests various different courses of action. Rather than the referee arbitrarily deciding which battle is fought next, they may present one or more of the players with some options – does the Ork player want to drive for the Governor's palace or consolidate their hold on the space port? Does the Imperial player want to counter-attack immediately or prepare their defences? What the players opt for will alter the course of the campaign, so that strategic decisions, in combination with winning battles, can affect the outcome.

Of course, a referee isn't essential in a narrative campaign – the players can discuss the various options and decide between themselves on the course of action. A narrative campaign, more than any other campaign, is more than just winning battles – it's an exciting story where the results of your battles decide the outcome.

Ladder Campaign

In ladder campaigns, the players agree to play a pre-set series of battles, with each battle affecting the outcome of later battles. Unlike narrative campaigns which let each battle's outcome drive the story, the links within a ladder campaign tend to be predetermined, so you don't need a referee.

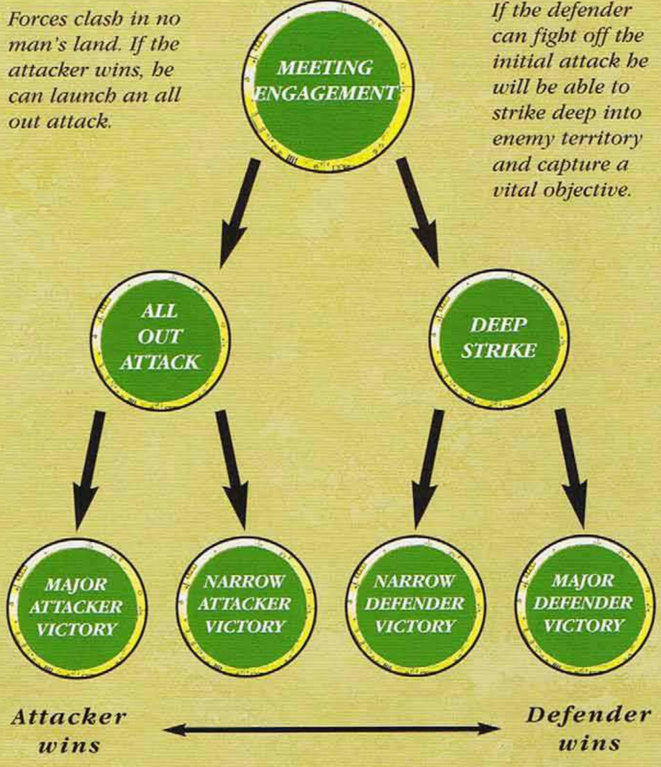
Using the above example, the players may decide beforehand to play these battles: *Defend the Space Port*, *Break Out*, *Governor's Defence* and *Suprise Attack*. Before any of the battles are fought, the players decide what the benefits or penalties for winning and losing these battles will be. The winner of the first battle may have reinforcements from orbit in the form of more war engines. For the second battle, the loser may have some of their forces delayed in reserve for the later battles as they attempt to destroy their enemies around the space port. In the third battle, the victor will score a boost in morale which allows all his units to add +1 to their initiative when rallying, and the final battle determines who is the winner of the whole campaign.

Map Campaign

A map-based campaign uses a map (surprise, surprise!) to control the action of each force under a player's control. There are 'campaign turns' between battles, in which the players move their forces about on the map. When armies move into each other on the map, a battle is fought to determine the outcome of the encounter. Map campaigns often include special rules for such things as supplies, reinforcements and scouting forces, so perhaps a unit's movement would be restricted if it didn't have enough fuel for its vehicles. Map-based campaigns often turn into games in their own right and actually fighting the battles on the tabletop becomes of secondary importance to out-manoeuvring your opponent on the campaign map. You don't need a referee for a map-based campaign, but it helps to have an independent arbitrator who can force the protagonists to fight their tabletop games in time for the next campaign turn, and impose forfeits if players do not. The best asset a map campaign can have is very dedicated players, who will play their battles before the next campaign turn starts.

Tree Campaign

A more elaborate form of ladder campaign is known as a tree campaign. In a tree campaign, battles are organised by a pre-drawn flow diagram with the results of each battle giving predetermined advantages in following battles. Each time a battle is fought, the diagram will tell you which mission to fight next by following the correct path. The longer the campaign, the larger the diagram will need to be. In this short example, there are only two battles to fight, and winning or losing determines whether you achieve a major victory in the campaign or are crushed by your foes.



Forces clash in no man's land. If the attacker wins, he can launch an all out attack.

If the defender can fight off the initial attack he will be able to strike deep into enemy territory and capture a vital objective.

In more involved campaigns you could also include paths on the diagram that looped back, or sub-plots which branched off the main tree. You could also experiment with allowing victors a few extra points in their armies after winning a particularly important battle, or perhaps losing a fight for control of a tank factory might mean that armoured vehicle units cost more points. The amount of variation depends only on your campaign background and your imagination.

Campaign Journals

Campaigns are not just about organising battles, they are also about developing your own army and characters and giving them some history. Because of this, you should consider keeping a journal of what happens in the campaigns that you fight. You can use the journal as a place to store away the maps, unit data sheets and formations that you create for your campaigns, and you can also use it to write down all of the things that happen. In time, your journal will become a valuable reference book that you can refer back to when devising future scenarios and campaigns. The author has journals for campaigns he ran back when he started wargaming in the 1970s, and which bring back many happy memories to this day!

Although challenging to run, a campaign offers a lot more to players than constantly playing one-off battles. I really do highly recommend that you give one a try!

APPENDICES

This last section of the Epic rulebook is made up of a number of appendices relating to aspects of the Epic gaming hobby that either haven't been covered up to now or which we didn't want to have cluttering up the main body of the rules (even though they are useful!) In addition to the resource below there are ssix further appendices:

How To Paint Epic Miniatures: A starting guide to painting Epic miniatures, with several step-by-step guides.

How To Make Epic Terrain: A brief introduction to the art of making terrain for your games of Epic.

Extended Example Of Play: A run-through of a typical game turn, covering all of the core game rules.

Collectors Models: Rules for collectors models that are either no longer in production or are made by Forge World.

Frequently Asked Questions: Pages and pages of answers to frequently asked questions about the Epic rules,

Reference Sheets: Quick reference sheets for the game rules and each of the armies covered in the Epic: Armageddon book.

EPIC RESOURCES

The following names and addresses may prove useful to Epic players. All are correct at the time of writing (late 2003).

Fanatic Studio: Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS.

Fanatic Studio website: www.specialist-games.com

Fanatic E-mail: fanatic@games-workshop.co.uk

Games Workshop website: www.games-workshop.com

Official Epic website: www.epic-battles.com

The Epic 'Nexus': www.netepic.org (links to unofficial Epic websites)

The Epic Playtesters Vault

The Epic 'vault' is an internet website that contains downloadable army lists that are being playtested ready for publication, and a forum where you can comment about the new lists or ask questions about the game rules.

Epic Playtesters Vault: www.epic-battles.com/vault.htm

Ordering Information

To order Epic miniatures and other material, phone your local Games Workshop Mail Order departments on the numbers given below or check out the on-line store.

On-line Store: www.games-workshop.com/storefront

Canadian Mail Order: 1-888-GWTROLL

German Mail Order: 0049-211-5402-200

Spanish Mail Order: 0034-902-13-10-56

US Mail Order: 1-800-394-GAME

Australian Mail Order: 02-9829-6111

French Mail Order: 01-4908-5220

Italian Mail Order: 0039-06-452-113-33

UK Mail Order: 0115-91-40000

Any Other Country: 0044-115-91-40000

Magazines

White Dwarf: The official magazine of the Games Workshop hobby. Concentrates mainly on Warhammer and Warhammer 40,000, but occasionally has Epic articles.

Fanatic: The official Fanatic studio magazine. Every issue includes Epic material. Issue one goes on sale May 2004.

Forge World

Forge World make superbly detailed resin models for use with Epic, many of which are featured in these rules. We highly recommend these models, but please note that they can only be ordered directly from Forge World – you cannot get them from Games Workshop Mail Order!

Forge World: Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS.

E-mail: forgeworld@games-workshop.co.uk

Forge World website and on-line store: www.forgeworld.co.uk

Sabertooth Games

Almost all of the colour artwork in this rulebook was provided to us by our colleagues at Sabertooth Games, where it was originally used to illustrate the cards in their excellent Warhammer 40,000 CCG.

Sabertooth Games: 610 Industry Dr, Tukwila, WA 98188, USA

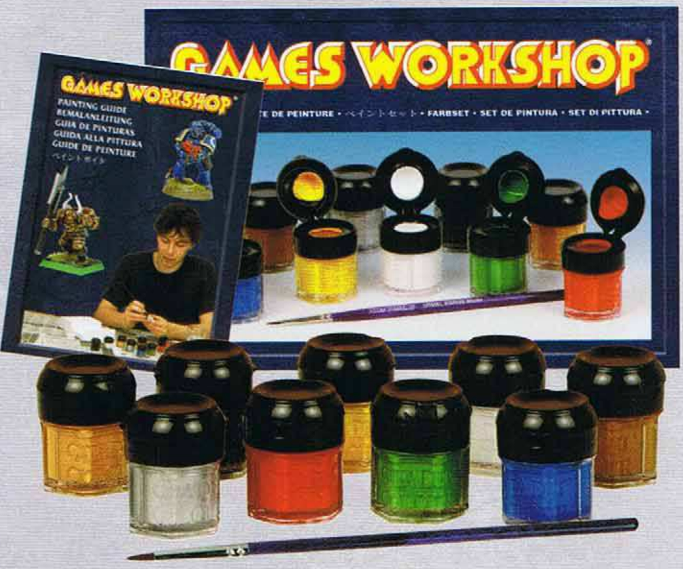
Sabertooth Games website and on-line store:
www.sabertoothgames.com

E-mail: support@sabertoothgames.com

PAINTING EPIC MINIATURES

"The uniforms of the Imperial Guard are camouflaged in order to protect their wearers by hiding them from sight. The principle is that what the enemy cannot see he cannot kill. This is not the way of the Adeptus Astartes. A Space Marine's armour is bright with heraldry that proclaims his devotion to his Chapter and the beloved Emperor of Mankind. Our principle is that what the enemy can see, he will soon learn to fear..."

Chaplain Aston, 10th Company, Fire Hawks Chapter



Epic is not just a game. An Epic battle is a magnificent spectacle of painted Citadel miniatures with the opposing players taking the roles of generals, trying to out-manoeuvre and out-shoot each other on the tabletop. Producing your own painted army is as important as who wins and who loses. Many people in fact collect Citadel miniatures just to paint them, creating impressive display pieces, but the main reason for painting is to prepare your forces for battle.

There are many facets to painting miniatures and we can't possibly describe everything there is to know about the topic in this book. We can, however, give you an introduction to some of the basic skills you'll need to get yourself going and complete your own army.

The examples we've shown throughout this book are all painted by experts who work at Games Workshop doing nothing other than painting models all day long! They all have many years' experience and may sometimes spend an entire day painting a single model. Obviously, this isn't a practical approach for most of us who have much less time and skill. However, this doesn't mean that you will never be able to reach the sort of standard we've shown because many people can, and do, given the aptitude and the commitment.

By far the best way to improve your own painting skills is through practice, but if you're interested in learning more straight away then try reading the various painting guides produced by Games Workshop.

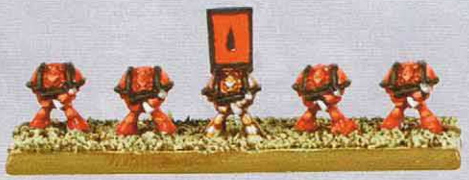
Setting up a painting table
Before starting to paint anything, you'll require a minimum amount of basic equipment including paints and brushes. There is also the matter of finding somewhere to paint, ideally a table or desk where projects can be left in place from one day to the next. There is nothing more frustrating than having to constantly pack away and set up your work area.

A desk or table by a window is ideal, and if you want to paint during the evening a desk lamp is useful – preferably with a colour corrected 'daylight' bulb which shows the true colours of the paints. Sufficient space is required for paints, brushes and modelling materials as well as for the models themselves.

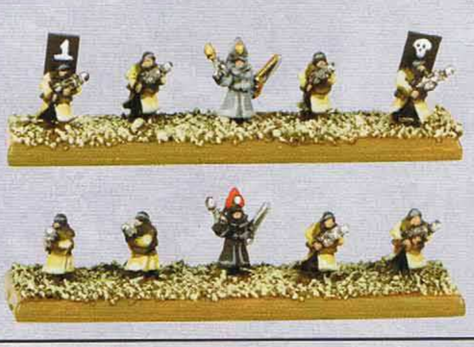
It is a good idea to put down a good thick layer of newspaper to protect the tabletop beneath the work area. Remember, you will be cutting onto the surface as well as painting, so a layer of thick card or board might be necessary too. Hardboard makes an ideal surface with the added advantage that the whole lot can be picked up and moved if required.

REPRESENTING CHARACTERS

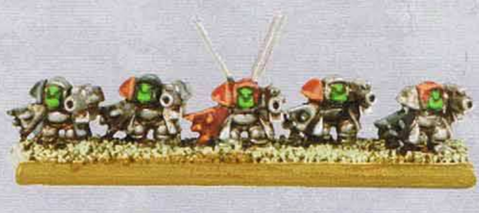
The plastic sets of Epic infantry produced by Games Workshop do not include models for all of the character upgrades included in tournament army lists. This page shows some examples of simple conversions that can be used to represent a stand that includes the character upgrade. Note in particular how just painting the Commissar in a different colour allows the same model to represent either a Commissar or a Commander.



Space Marine Tactical squad with Captain upgrade



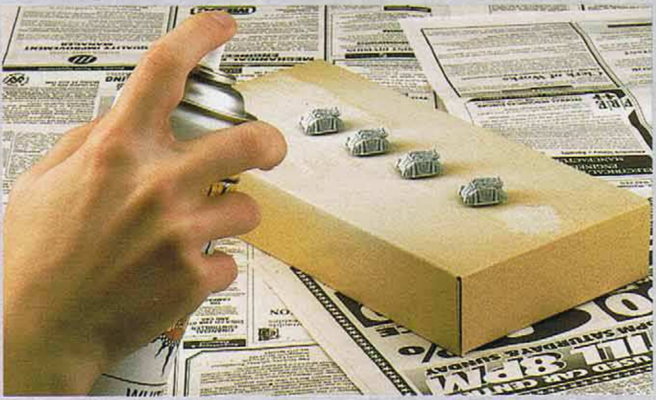
Imperial Guard Commander and Commissar



Ork Nobz with Warlord upgrade

Undercoat

Once you have glued your models together, you'll need to undercoat the before they are painted. This primes the surface of the miniature so the paint adheres well and the colours look bright. You can apply a layer of white paint with a brush instead but a much smoother finish will be achieved if you use a spray undercoat. This comes in both black or white. White is used more often as it makes the colours of your models brighter. Black is sometimes used to undercoat models that will be painted predominately black anyway, saving time. Always use aerosol sprays in a well ventilated area or preferably outside, never use them in an enclosed, unventilated place. Once the undercoat is dry, it's time to get stuck in to the painting.



Painting

Make sure you wait until the undercoat is dry before you move onto adding more paint to your models. It is better to mix a little water with your paint before you apply it to the model. This helps the paint run into the cracks and crevices of the miniature and prevents thick paint obscuring the fine detail. Always transfer your paint to a palette before you add it to the model. This will help you get the right consistency of paint and allows you to mix colours without contaminating the pots themselves.

Shading

Shading is the process of adding darker colours to the recesses of the model to represent shadows. It creates a sense of depth, emphasising the natural detail of the miniature. Citadel washes are designed for shading over Citadel paints. They are semi-transparent tints of colour rather like inks. It's also possible to shade using Citadel paint, as long as you add plenty of water to get the consistency and effect of the washes. All of Citadel's paints and washes can be intermixed to produce any colour.

Highlighting

THese are raised areas where light catches and brightens a colour. They can be produced by using a lighter shade of the original colour or, if you're using a very pale colour, with white. Mix up a lighter colour using the original base colour and some white. Carefully pick out the raised details with the highlight colour using a fine brush.

Varnish

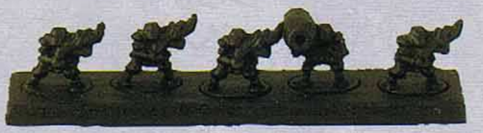
Once you've finished painting your models, it's a good idea to protect them from the knocks they'll get when you're gaming with them by adding a coat of varnish. There's nothing more frustrating than seeing your carefully painted models get chipped and scratched as you play. Most gamers use matt spray varnish because it doesn't affect the look of the models. Gloss varnish provides a tougher finish but has a very shiny look to it. Some painters apply gloss first, wait for it to dry and then add a coat of matt to get the best of both

Painting Guides

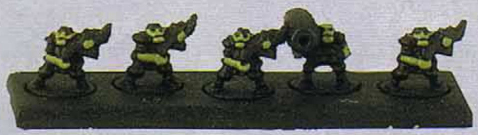
The painting guides on this and the following pages show you in easy-to-follow steps some techniques you can use to paint your models. Bear in mind that each example shows only one tank or troop stand and obviously you'll have lots to paint. It's far easier to paint several of each type at once, completing every step on all the models before painting the next colour.

Painting Orks

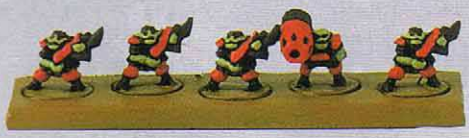
This stand of Ork Boyz has been painted using flat colours.



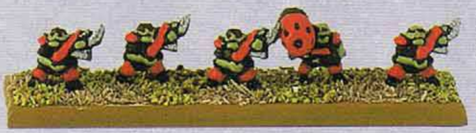
1. White undercoat is the normal way to paint infantry stands but because these Goffs are predominately black we decided to use black undercoat. If your Orks are from a different clan a white undercoat may be more appropriate.



2. The Ork skin was painted green.



3. Next, red paint was added for the guns and armour. At this stage the models are almost finished. The base has been painted brown, ready for flock to be glued on.



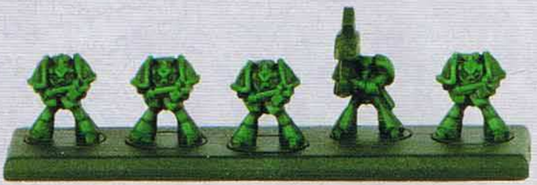
4. The final details have been added. The guns have been tipped with silver and a mixture of coloured flock has been added to the base.

Some examples of other Ork units painted using the same technique.

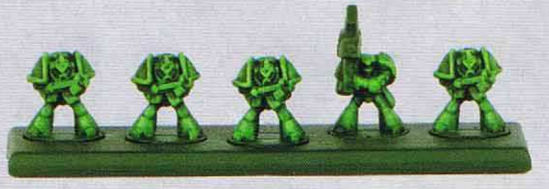
How to paint Epic Space Marines

Tom Merrigan painted this stand of Space Marines using a combination of drybrushing and flat colours to quickly produce an attractive looking highlighted model. The Space Marines are painted with a black undercoat, with a second undercoat of Dark Angels Green being added once the first undercoat is dry.

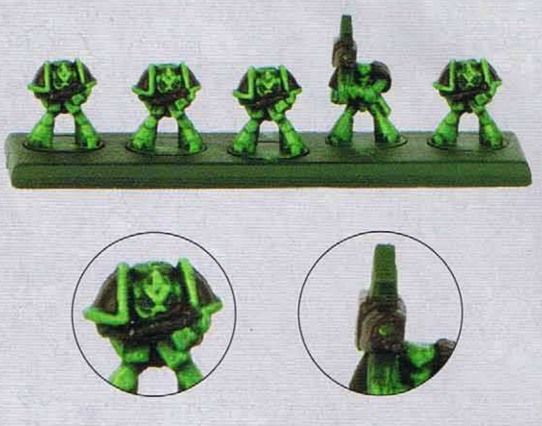
The models' base is every bit as important as the model itself and can easily make or break the finished piece. Tom has also shown how to model and paint the models base in a relatively straightforward manner that produces results that are well worth the extra time it takes.



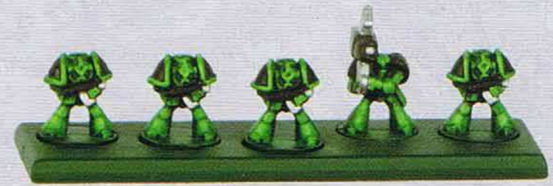
1. Drybrush the entire model with a thick coat of Snot Green.



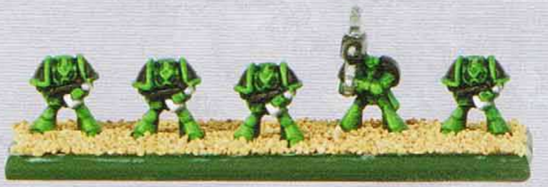
2. Drybrush the entire model with Scorpion Green.



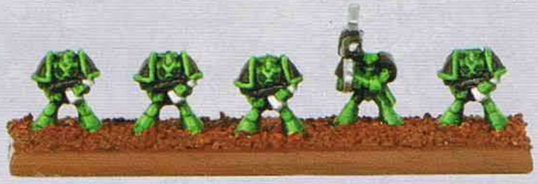
3. Paint the boltguns, missile launcher and insides of the shoulder pads Chaos Black.



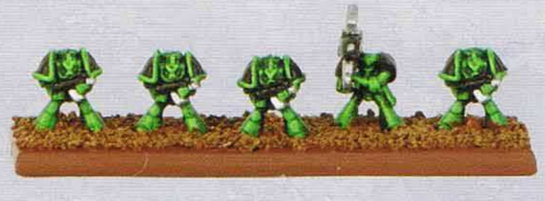
4. Paint the muzzle and ammo clips of the boltguns and the missile launcher Boltgun Metal. At this stage you have finished painting the individual models. We will now look at detailing and painting the base.



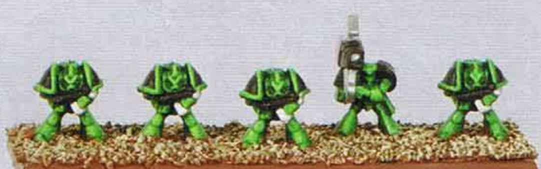
5. Apply a layer of PVA glue to the base then dip the base into a small heap of sand. Try to get a good coverage and don't hesitate to re-glue and re-dip to cover any bits you might have missed. Once dry, shake of any excess and the surface is ready to be painted.



6. Paint the entire base with Dark Flesh, making sure you paint the edge of the base as well.



7. Drybrush the sand with a thick coat of Snakebite Leather, being careful not to get any paint on the Space Marines or the edge of the base.



8. Drybrush the sand with a light coat of Bleached Bone, again being careful not to get any paint on the Marines or the edge of the base. The model is now finished. To enable the models to be handled without excessively wearing or chipping the paint, apply a coat of Purity Seal or varnish.

There are many ways to paint your Space Marine, below are just a few ways.

Space Marine Devastator squad from the Imperial Fists Chapter

Space Marine Terminators from the Dark Angels Chapter

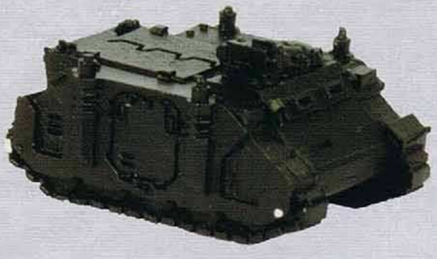
Space Marine Grey Hunters from the Space Wolves Chapter

Chaplain leading this Blood Angels Death Company Assault squad

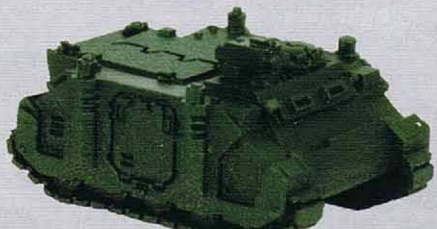
Painting tanks using spray paint

Using spray paint can be a quick and effective way of painting Epic tanks. In this example, Mark Bedford has combined the use of spray paint with regular painting techniques to produce a cheerfully painted Epic model.

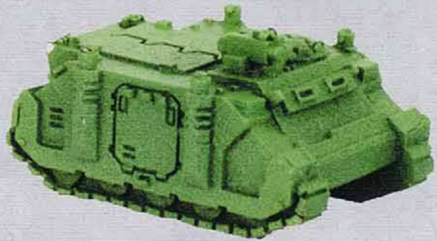
The model is given an undercoat of Chaos Black spray as this will help to produce a stronger contrast once finished. Remember to always spray in a well-ventilated area and don't use an inflammable spray anywhere near a naked flame.



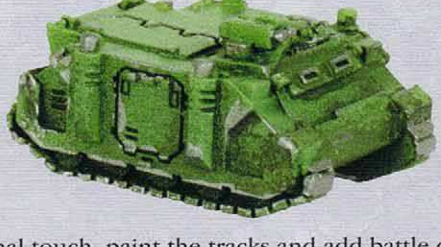
1. Spray the entire model with Chaos Black spray.



2. Spray the entire model with Dark Angels Green.



3. Spray the model with a thin coat of Goblin Green spray. Apply the paint from about 30cm away and at an angle of 45 degrees. This will produce highlights on the model and will contrast with the Dark Angels Green that should now only be visible in the recessed areas.

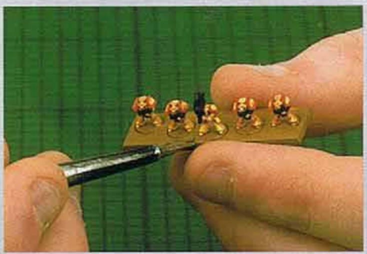


4. As a final touch, paint the tracks and add battle damage to the model using Boltgun Metal. You can also add a wash of thinned Black ink to give the model a weather worn look.

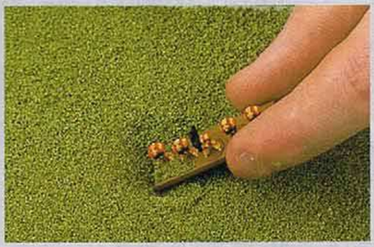
The extra detail added at the end helps to finish the model off, but you can just as easily have stopped after completing stage two and have a model that is ready to game with.

Basing

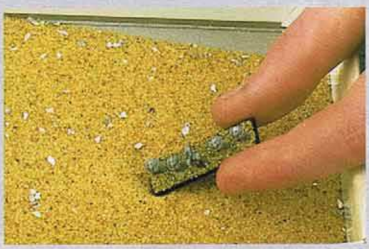
Flock or sand are both good materials with which to base your models. Flock is fine coloured sawdust chippings that you glue straight onto your model and comes in several different colours. Sand gives a different texture but needs to be painted to finish off the base.



1. Carefully apply some watered-down PVA glue to the base of the model.



2. Dip the model into a container of flock then shake off the excess. Leave the glue to dry and the base is finished!



3. Alternatively, the base can be dipped into sand. When the sand is dry, it can be painted in a suitable colour and then drybrushed with a lighter shade.

Red spray paint for the Blood Angels Chapter

Blue spray paint for the Ultramarines Chapter

Green spray paint for the Salamanders Chapter

White spray paint for the White Scars Chapter

Shadow Grey spray paint for the Space Wolves Chapter

Light Grey spray paint for the White Consuls Chapter

MAKING EPIC TERRAIN

> ***"Being able to read the lie of the land is arguably the most important skill an officer can have. On the attack, a wise commander will use the terrain to mask his advance from the enemy's sight. On defence, he will occupy positions that provide cover for his troops and a clear view of the routes along which the enemy is likely to attack. Using terrain well can give even an inferior force the chance of victory, while using it badly can lead to the defeat of all but the strongest attacker."***
>
> ***Imperium Tactica***

Epic benefits perhaps more than any other Games Workshop game from having armies that match the terrain or battlefield over which they fight. From toxic ash wastes, dense jungles and forests to the scorched sands of huge deserts, the choices are many and varied. All you have to do is decide on the ones that spark off your imagination.

The game can be played on any reasonably large, flat surface. Even the floor will suffice, but this is usually a recipe for aching backs and sore knees. Playing on a tabletop is far better in the long term, preferably in a place where you can leave your games set up permanently. There are many different ways to create your own battlefield to fight over. All of the examples that we have given are equally valid and perform essentially the same function. Choosing a suitable style of terrain for yourself depends on basic considerations such as how much space you have to play your games in and how much time you want to invest in making the battlefield.

Using cloth as a gaming surface

Using a piece of coloured cloth is a quick and convenient way to represent the basic terrain for your games. It can be draped over books to make hills or you can model your own terrain features to place on top of the cloth. You can choose different colours depending on which type of planet surface you'd like to have. For example, the beige cloth we've used looks like a desert world. Alternatively, you could use green cloth for jungle terrain or a white cloth for an ice world.

We used a cloth battlefield to represent a desert planet in many of the battle we've been fighting at the Games Workshop Studio.

Gaming boards

Many gamers use an all-purpose flat-surfaced gaming board made from a piece of chipboard, fibre board or polystyrene. All these types of material can be obtained from DIY superstores. Painted the colour of your choice or even flocked to give them texture, they make excellent gaming tables. As long as you don't buy a piece that's too big, they're easy to store. You can lean them up against a wall or slide them under a bed when not in use.

A 4'x4' piece is about the right size to begin with. If you find you need a bigger area for gaming you can buy another piece and place them side by side to make an area 8'x4'. If this is too big, two 3'x4' sheets might suit you better, producing a 6'x4' table. If you're using chipboard or fibre board, a coat or two of emulsion paint is all it will need to begin with. You can always stir some sand into the paint as well to give the surface a bit more texture.

If you're using polystyrene for your battlefield, you'll need a piece about 1.5" thick, any thinner and it will more than likely break. Polystyrene doesn't take paint very well so it's best to prime it with a layer of watered-down all-purpose filler before you paint it. This will also give the surface a more textured appearance.

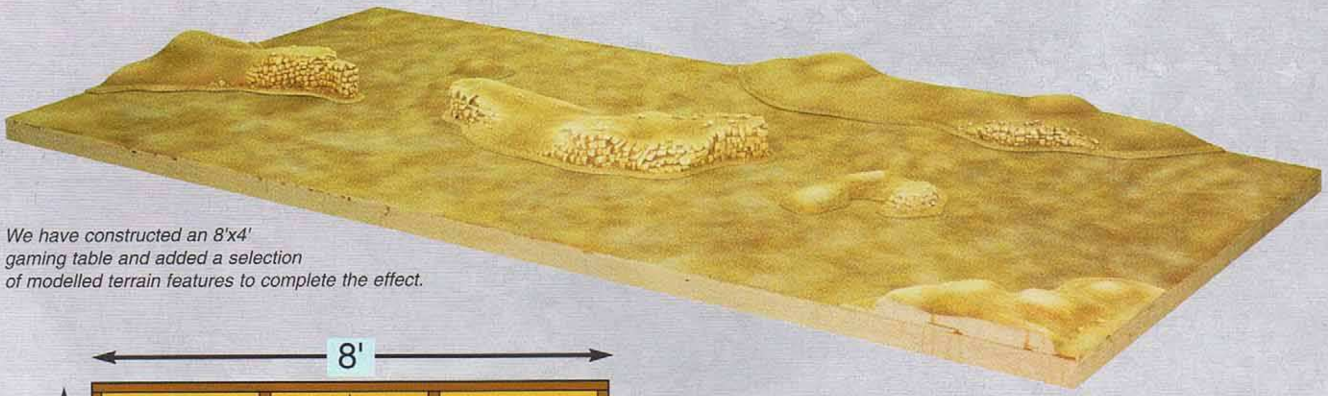
Polystyrene and chipboard gaming tables

You can always add a layer of flock to your gaming surface. Flock is very fine, coloured wood chippings that can be glued to gaming tables, bits of scenery and model bases. To flock your gaming table, first paint a watered-down layer of PVA glue onto it. sprinkle it liberally with flock and leave it to dry overnight. Then tip off any excess flock onto some sheets of newspaper to be used again later. To avoid any patchy areas, make sure you paint your table the required colour before you add the flock.

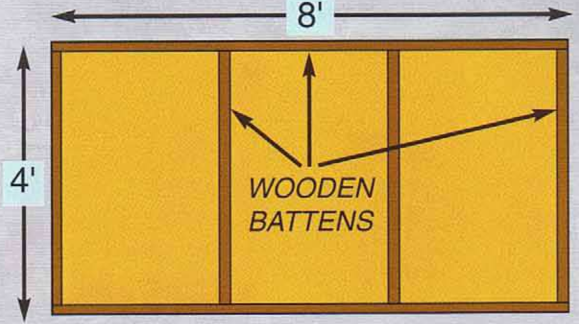
Green flock

Brown flock

If you're feeling really ambitious, you can make your own purpose built gaming table. Such a table might measure 6'x4', 8'x4' or even bigger. You will need to strengthen the board by screwing wooden battens underneath the outside edges. A



We have constructed an 8'x4' gaming table and added a selection of modelled terrain features to complete the effect.



Construction Plan for an 8'x4' Wargames Table

couple of battens across the middle will help make it more stable. When the supporting framework is finished, the table can be painted a suitable colour. When in use it can be supported on a couple of smaller tables, or any suitable piece of spare furniture.

Battlefield Features

Now you have your gaming table you'll need some battlefield features to add excitement to your games. Of course, battlefields are rarely flat, featureless plains and this is especially true in Epic 40,000.

High ground creates an ideal firing position or serves to conceal troops from the enemy. Rivers cut through the line of advance and can only be crossed at vital bridges. Buildings provide strongholds which must be held or captured at all costs.

A bits box made up of discarded household items is useful to any terrain builder.

Battlefield features are all these things and more, and they add tremendous diversity, inspiration and excitement to your games. We've provided some ruined buildings in the box to get you going. However, it's easy to improvise and create more terrain without too much effort. For a start there are many types of terrain features available commercially. Model trees and lichen are great for areas of forest and scrub. Other features such as rivers, roads and hills need slightly more creative solutions.

Woods can be made from commercially available model trees.

Hills can be made quite easily using polystyrene cut into hill shapes.

This razor wire was made out of car body mesh cut into strips and twisted into the correct shape.

Small Pebbles

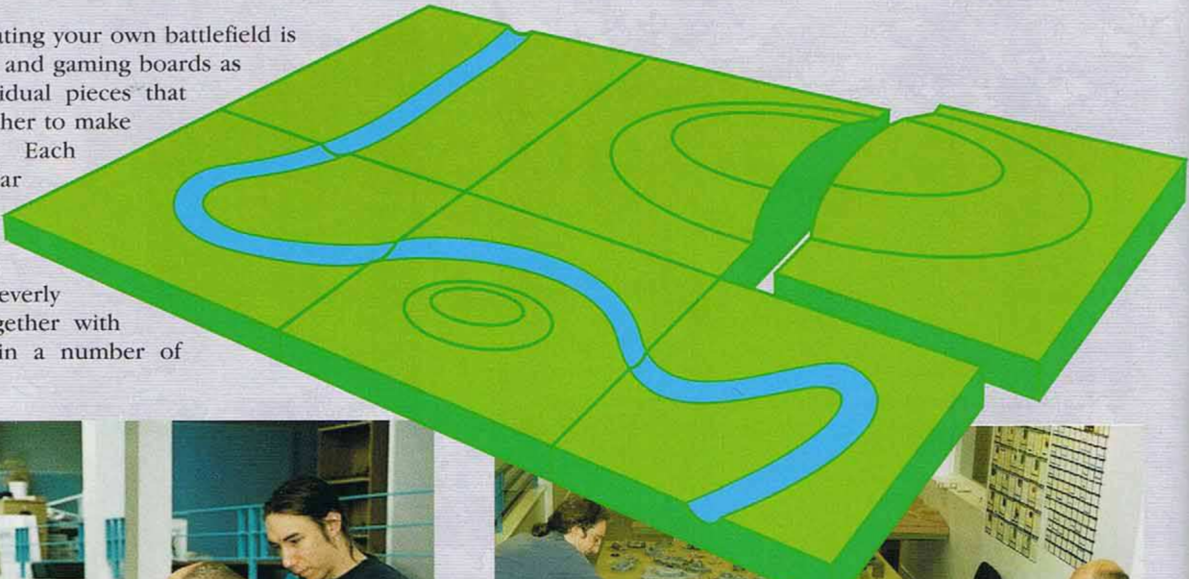
Coral Sand

Rivers and roads can be represented by coloured cloth or card cut out and placed on your table. Hills can be made by gluing thick layers of card or polystyrene together and then painting them the desired colour. Rocks and rubble can be represented by real stones, pebbles or gravel. Plasticine has many uses for improvising terrain such as trenches, mine fields, craters, etc.

With a little modelling, all sorts of ordinary household items that are normally thrown away can become interesting terrain features.

Modular terrain

Another way of creating your own battlefield is to construct terrain and gaming boards as a number of individual pieces that can be placed together to make modular terrain. Each board has similar types of terrain features such as roads and hills. Each section is cleverly designed to fit together with the other boards in a number of different ways.



Robin has also created extra moveable terrain features (such as ruined buildings and extra hills) to create more variety in his set-up.

Robin Dews has constructed his own impressive modular terrain boards.

Death Worlds

Some planets are so inhospitable to life that they are called death worlds. On such worlds the environment itself becomes the enemy. The terrain of death worlds can vary widely. There are voracious jungle death worlds like Catachan and Canak, baking desert worlds like McIntyre IX, or the barren rocky worlds of the galactic core. These are grey, lifeless places, a tortured landscape of soaring crags and pinnacles with sheer glass sided crevasses carved by the raging winds and dust storms. There are vast chromium drifts, dust seas and shale deserts where life never survives for long.

Daemon Worlds

At the dark heart of the Eye of Terror lie the daemon worlds, where warp space and the material universe overlap. These hellish planets are where daemons and insanity rule. The laws of physics do not apply here.The surreal landscapes are formed and reformed by the whim of their evil rulers. Few have seen these terrible places and survived, but those who have, report such terrors as boiling lakes, rivers of blood and plains of skulls and bones where the bodies of the dead have lain unburied for centuries. Strange twisted towers of black stone scar the horizons. Great monuments to the Chaos Gods, menhirs, stone circles, altars, unholy temples and shrines lie beneath skies burning with fire. Daemon worlds are the play grounds of the Gods of Chaos, where their most favoured servants fight endless bloody wars for the amusement of their masters.

Desert Worlds

Not all deserts are like those on Earth. Many display the same characteristics of rolling sand dunes, outcrops of rock, tall spires and plunging canyons; but alien worlds have alien terrain. Across the galaxy many more exotic deserts exist, such as the pale blue cobalt and ammonium salt plains of Galen V, the deep red iron oxide deserts of Bassus Prime or the smooth atomic plains of sand fused into glass on Tarrisus Majoris. Most deserts are barren places with only a few scattered rocks for shelter, but many are exploited for their abundant natural resources. Mining stations, moisture farms and oil rigs, with their attendant pipelines, landing strips, roads and colony buildings dot the landscape. There are also oases of drinkable water or breathable air, often surrounded by the camps of native tribesmen.

Ice Worlds

At the opposite end of the scale to desert worlds are the frozen ice worlds, orbiting a distant sun. The topography of ice worlds is much like that of a desert world, with snow drifts, glaciers, ice shelves, glittering pinnacles, deep crevasses crossed by ice bridges and frozen lakes or seas.

On some planets the only habitable places are giant icebergs which drift through seas of pack ice. In more temperate areas on ice worlds the blanket of snow gives way to tundra, where scrub bushes and pine forests grow. Due to the sub-zero temperatures the inhabitants of ice worlds often live below ground, taking refuge in subterranean cities. Surface installations do still exist, like research and exploration stations, or armoured bunkers defending the entrances to the cities below.

Agri-Worlds

As the forge worlds are to the Imperium's industries so the agri-worlds are to its food supply. They are lush, green fertile planets, terraformed to provide the temperate climate in which crops grow best. Agri-worlds tend not to be as highly populated as hive or forge worlds, although they still support many cities and towns.

Types of Terrain

In the 41st Millennium the Imperium of Man extends across a million worlds, scattered throughout the far corners of the galaxy. The age of human expansion lies in the distant past, separated from the present by untold millennia of ignorance and barbarism. The galaxy-spanning Imperium of Man is a huge place. It is larger than a single mind can comprehend, and encompasses a dizzying variety of worlds. From massive gas giants to barren, lifeless planetoids, forest moons to frozen ice worlds, jungle death worlds, teeming hive worlds with their polluted ash wastes, industrialised forge worlds and waterless desert worlds.

Many worlds do not consist of a single climate or terrain type, they can encompass polar ice caps, temperate zones, equatorial jungles and deserts. Most worlds have a unique character of their own, perhaps a desert climate with thin temperate zones around small seas, or especially dense jungles or endless miles of rolling savannah plains. They might also have unique weather patterns: rainy seasons, tornadoes, ammonium dust storms or poisonous volcanic ash clouds. The combinations are endless. Just a few of the diverse worlds found across the galaxy are listed below.

This tabletop example shows a daemon world battlefield. The towering black cliffs and river of toxic slime were both cut out from polystyrene sheets. You can buy these from DIY superstores and are great for making all kinds of terrain.

This sun-baked death world was created simply with a beige cloth for the surface and some simple rock formations made from stones and pebbles, stuck onto card and painted.

There are numerous types of death world terrain you can model or represent on your tabletop battlefield. The example above shows a dense jungle world filled with weird alien cacti and strange trees. These were mostly hand built with the occasional commercially available trees mixed in.

Forge Worlds

The forge worlds are the ever-grinding heart of the Imperium's industrial might. Each is ruled and maintained by the mysterious and arcane Adeptus Mechanicus, in the name of their Machine God. They are very heavily industrialised, with massive foundries, smelting works, weapons factories, power stations and refineries; all with tall chimneys belching smoke and centred around the Machine Cult's temples. From their vast factories and unnumbered workshops roll the Imperium's tools of war. From las pistols to defence lasers, tanks to Titans, the factories of the forge worlds produce them all.

Foundries are connected by railway lines, canals and road networks. There are cargo ports for the arrival of imported resources, storage warehouses for the completed weapons and sprawling scrap yards which can cover hundreds of square miles. On many forge worlds thousands of years of scrap metal and machinery has become so compressed that it has created a metres-thick artificial surface of compacted waste.

Primaeval Worlds

Many young worlds are still in the violent throes of their formation. These planets are dangerous places where massive volcanoes spew forth flames and lava to create a landscape of fire and rock. Strange basalt formations of twisted spires, or crystal forests created by the cooling lava dominate the sky lines. rivers of burning magma cut through the bare rock and there are lakes of boiling mud and geysers. Huge boulders thrown out by volcanic explosions litter the surface and the skies are black with ash clouds.

Other primaeval worlds are covered with thick swamps. Steaming jungles of massive trees and ferns, heavily draped with vines, grow out of the primordial soup. Gasses released by decaying plant life bubble to the surface. A carpet of thick vegetation clings to everything.

In the area of the galaxy near the Eye of Terror there are many such worlds which were seeded by the Eldar to form potential colonies thousands of years before the fall of their civilisation. The Eldar call these places Maiden Worlds and view themselves as their guardians. Many wars have been fought between the Eldar and other races over the fate of the Maiden Worlds.

Hive Worlds

Hive Worlds teem with uncounted billions of inhabitants. They live in hives, great mountain-like cities, tower upon tower rising through the layers of poisonous smog to pierce the planet's atmosphere. These man-made mountains are hundreds of miles across their base, rising ever more steeply to their glittering summit. Conditions inside are crowded beyond belief, insane and insanitary. Hive Worlds are vital to the Imperium, forming major recruiting grounds for the untold millions of the Imperial Guard and the vast manufacturing base the Imperium needs to fight its incessant wars.

On most Hive Worlds the land outside becomes a polluted desert, an area of ash wastes. Thousands of years of industrial dumping turns the surface into a grey, toxic wasteland of thick ash. Rivers, canals and seas of poisonous sludge flow across the land. The shifting ash, miles deep in places can swallow entire convoys. Acid rain, laden with toxins can kill a man and strip him to the bone in a matter of minutes. Few survive in the ash waste, it is an eerie place of half-buried ruins, weird mutants and renegades and outcasts from the towering hives.

COLLECTOR'S MODELS

Over the years, Games Workshop has produced a wide range of Epic scale models that are no longer included in the Epic range. Entire races have been dropped (the infamous Squats), and most armies include one or two vehicles that, while they seemed quite a good idea at the time, haven't been able to stand the test of time and have therefore been quietly dropped from the range. In addition, the Forge World design studio has a growing range of superb resin Epic scale models, which are available from their website at www.forgeworld.com but can't always be found in Games Workshop stores.

Both of these sets of models are really collectors items, and because of this we have not included them in the Grand Tournament army lists in case players become frustrated by a perceived need to use these 'hard-to-get-hold of' models to 'make their army competitive'. On the other hand, we have absolutely no desire to ban their use in games. Because of this, we have included this appendix in order to allow players who have any of these models in their collection to use them in their games of Epic.

We have provided two ways of using the models. Gaming characteristics are provided for players that are interested in creating their own scenarios and/or who want to run campaigns. For tournament players each entry notes what the unit 'counts as' for tournament games. For example, if you have any of Forge World's resin Leman Russ Conquerors in your collection, you can simply 'count them as' Leman Russ (Mars Pattern) tanks if you want to use them in tournament games.

Note that we have deliberately not included points values of any kind for these units, as to do so would only encourage players to use them in tournament games, and that is something we really don't want to see happening. Epic players with the experience and dedication to devise their own scenarios or campaign games should have no trouble incorporating the new units into their games without the need for points values, and that is why we've included game characteristics for the models. This is not to say that you shouldn't use these models in tournament games, quite the reverse in fact, it's just that we want to ensure they are used because players think the models look cool rather than to gain a tactical advantage. After all, if you think the models look cool and you can use them, the fact that they share a datasheet with another model is neither here nor there, is it?

SPACE MARINE
EPIC BATTLES IN THE AGE OF HERESY
ADEPTUS TITANICUS
EPIC BATTLES BETWEEN GIGANTIC ROBOTS
EPIC SPACE MARINE
WARHAMMER EPIC 40,000
EPIC TITAN LEGIONS
EPIC HIVE WAR
TITANICUS
SPACE MARINE
SPACE MARINE
THE IMPERIUM
CODEX TITANICUS
EPIC 40,000 BATTLES BOOK
EPIC 40,000 RULE BOOK
EPIC 40,000 ARMIES BOOK

The Epic game began with Adeptus Titanicus, a game involving Titans battling during the Horus Heresy. First edition Space Marine added rules for vehicles and infantry. Orks and Eldar were then added in a supplement called Codex Titanicus. After that came second edition Space Marine and supplements that eventually covered Space Marines, Imperial Guard, Eldar, Chaos, Orks, Squats and Tyranids. Titan Legions was the final supplement for the 2nd edition and added rules for Imperator Titans and Mega-Gargants. The third edition of the Epic rules was called Epic 40,000, and attempted to cover all of the material from the previous version in a single rules set, using streamlined game mechanics to speed game-play. Epic: Armageddon is the forth edition of the game, and attempts to fuse the detail and 'chrome' from the 2nd edition with the more streamlined mechanics of the third edition.

COLLECTORS TITAN MODELS

There are two older versions of the Warlord Titan, one made in metal, and the original plastic version from the very first version of Epic (called Adeptus Titanicus) that was released back in the 80s. The plastic version in particular had a wide range of alternative weapons that it could be armed with.

Either of these models can be 'counted as' a Lucius Pattern Warlord Titan with standard weapon configuration in tournament games, no matter what weapons they may actually be armed with. In scenarios, either can be assumed to have the same basic characteristics as a Lucius Pattern Warlord, but can be armed with weapons from the weapon list on the next page.

Older metal versions of the Reaver and Warhound with variant weapons also exist. Like the Warlord, these can 'count as' the version in the army lists in tournament games, while in scenarios they may use the weapons from the weapon list below.

Last but very far from least is the Imperator Titan. This huge plastic Titan was included in the Titan Legions supplement to the 2nd edition version of the Epic rules, and has become something of a collectors item over the years. If you are lucky enough to own one of these impressive war engines then you can count it is a Warlord in tournament games, or use the datasheet provided for it on the following page when using it in scenarios you have devised yourself. The Imperator really is a scary beast, and you can have a very enjoyable game just fielding one of these gigantic machines against an entire opposing army!

Released rather more recently and, at the time of writing, still available, are the resin 'Lucius Pattern' Reaver and Warhound Titans produced by Forge World. We've provided datasheets for these splendid models so that you can use them in scenarios. In tournament play, they should simply count as Mars Pattern Titans of the same type. You can find out how to order these models from Forge World on the resources page that appears in these appendices.

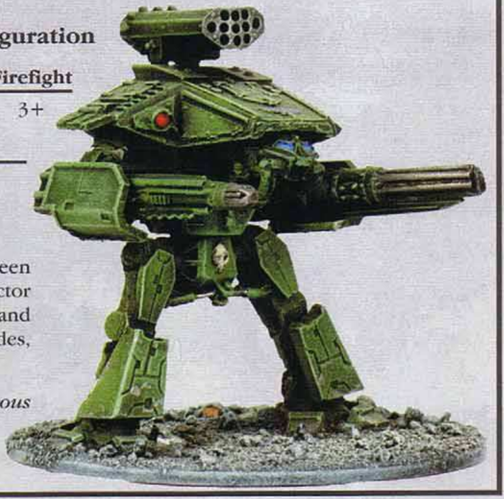
REAVER CLASS BATTLE TITAN
Lucius Pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+

Weapon	Range	Firepower	Notes
Turbo-Laser Destructor	45cm	4 x AP5+/AT3+	Forward Arc
Gatling Blaster	45cm	4 x AP4+/AT4+	Forward Arc
Rocket Launcher	60cm	2BP	Fixed Forward Arc

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1, the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.

Notes: *Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.*



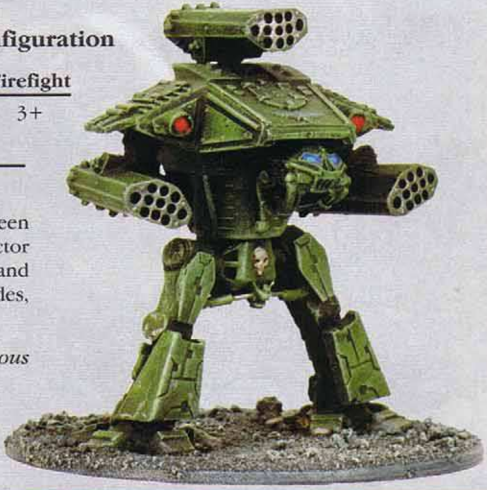
REAVER CLASS BATTLE TITAN
Lucius Pattern, Fire Support Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+

Weapon	Range	Firepower	Notes
3 x Rocket Launcher	60cm	2BP	Fixed Forward Arc

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1, the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.

Notes: *Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.*



WARHOUND CLASS SCOUT TITAN
Lucius Pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+

Weapon	Range	Firepower	Notes
Vulcan Mega-Bolter	45cm	4 x AP3+/AT5+	—
Plasma Blastgun	45cm	2 x MW2+	Slow-firing

Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. Move D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

Notes: *Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.*

WARHOUND CLASS SCOUT TITAN
Lucius Pattern, Inferno Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+

Weapon	Range	Firepower	Notes
Turbo-Laser Destructor	45cm	4 x AP5+/AT3+	—
Inferno Gun	30cm	3BPs	Macro-weapon, ignore cover

Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. Move D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

Notes: *Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.*

IMPERATOR CLASS EMPEROR TITAN
Mars Pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+

Weapon	Range	Firepower	Notes
Plasma Annihilator	90cm	D3 x MW2+	Titan Killer (D3), Forward Arc
Hellstorm Cannon	60cm	3D6BPs	Forward Arc
Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover, Fixed Forward Arc
Defence Laser	90cm	MW2+/AA4+	Titan Killer (D3)
Lascannon	45cm	AT5+/AA5+	Left Arc
Lascannon	45cm	AT5+/AA5+	Right Arc
2 x Battle Cannon	75cm	AP4+/AT4+	Left Arc
2 x Battle Cannon	75cm	AP4+/AT4+	Right Arc
4 x Heavy Bolter	30cm	AP5+	Forward Arc
3 x Heavy Bolter	30cm	AP5+	Rear Arc

Damage Capacity 18. 8 Void Shields. Critical Hit Effect: The Imperator's plasma reactor has been damaged. Roll a D6 for the Imperator in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Imperator, on a roll of 2-3 the Imperator suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 10cms of the Imperator will be hit on a roll of 4+..

Notes: *Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.*

Titan Weapon List

Over the years Games Workshop has made dozens of alternative weapons to be mounted on Imperial Titans. The following table lists the characteristics for these weapons for use in non-tournament games. In tournament games simply, say that a Titan carrying these weapons 'counts as' one of the Titans in the Grand Tournament army list.

Weapon	Range	Firepower
Barrage Missile Launcher	Unlimited	2D6BP, single-shot
Battle Claw	n/a	Assault Weapon, Macro-weapon, Extra Attack (+2), Titan Killer (D3)
Carapace Landing Pad	n/a	May split fire between two target formations.
Carapace Multi-Lasers	30cm	AP5+/AT6+/AA5+
Chain Fist	n/a	Assault Weapon Macro-weapon, Extra Attack (+3)
Close Combat Head	n/a	+1 CC value, -1 FF value. May transport four Assault Marine units.
Corvus Assault Pod	n/a	Transport (May carry eight of the following units: Space Marine Tactical, Assault, Devastator, Scout, Terminator or Dreadnought units. Terminator and Dreadnoughts take up two transport spaces per unit).
Deathstrike Cannon	180cm	3BP, Macro-weapon, Slow-firing, halves Titan's speed
Fire Control Centre	n/a	Re-roll one to hit dice per turn.
Gatling Blaster	45cm	4 x AP4+/AT4+
Harpoon Missile	Unlimited	MW4+, Single-shot, War Engines that take any damage join your side!
Inferno Gun	30cm	3BP, Macro-weapon, Ignore Cover
Laser Blaster	45cm	4 x AP5+/AT3+
Laser Burner	n/a	Assault Weapon, Extra Attack (+6)
Melta-Cannon	30cm	MW2+, Titan Killer (D6)
Plasma Blastgun	45cm	2 x MW2+, Slow-firing
Plasma Cannon	75cm	4 x MW4+, Slow-firing
Plasma Destructor	90cm	4 x MW2+, Slow-firing, may not fire any other weapons
Power Fist	n/a	Assault Weapon, Macro-weapon, Extra Attack (+1) Titan Killer (D6)
Power Ram	n/a	Assault Weapon, Macro-weapon, Walkers knocked over (destroyed) if damaged
Power Saw	n/a	Assault Weapon Macro-weapon, Extra Attacks (+4)
Quake Cannon	120cm	3BP, Macro-weapon
Rocket Launcher	60cm	2BP
Trident	30cm	MW3+, Titan Killer, ignores shields, always scores critical hit
Turbo-Laser Destructor	45cm	4 x AP5+/AT3+
Volcano Cannon	90cm	MW2+, Titan killer (D3)
Vortex Missile	unlimited	MW2+ , One-shot, Titan Killer (D6), no LOF required
Vulcan Mega-Bolter	45cm	4 x AP3+/AT5+
Warp Missile	Unlimited	MW2+, Titan Killer (D3), ignores shields , one-shot, no LOF required
Weapon Head	na	+1 FF value, -1 CC value
Wrecker	15cm	Assault Weapon, Macro-weapon, Titan Killer (D3), First Strike

COLLECTORS ORK MODELS

The Ork range has been almost completely redeisigned for the new edition of Epic, in order to bring the models into line with the appearanace of Ork units in Warhammer 40,000. Fortunately, it is very easy for Ork players to use the older models they may have in their collection. This is mainly because Orks do not have standardised, factory produced, cookie-cutter units like Imperial armies do. Instead, all of the equipment that they use is a 'kustom job' hand-made by an Ork mekaniak. Ork army lists in earlier versions of Epic tended to gloss over this, and ended up creating standardised Ork units like Pulsa Rokkits, Lungburstas, Giblit Grindas and so on. This created quite a false view of the Ork army, and discouraged players from building Ork armies with a rag-tag, 'barbaric horde' look to them.

The Epic Armageddon army lists try to right this wrong, in order to encourage players to field diverse and varied formations in an Ork army. Because of this, I've dealt with the Orks rather differently to the Imperial Guard and Titan Legions, in that I've generally only listed what old Ork 'hard to find' models count as in the Grand Tournament army lists. I've done this to reflect the kustom built nature of the Ork army. I know that some players don't like this abstraction, but it's important to understand that I haven't done it because I'm trying to ignore the old background for the Orks, but rather because I'm actually trying to make the army lists so that they finally really do fit the background.

The decision to make Pulsa Rokkits another kind of big gun is a good example of this. Basically, I consider it more important that players are encouraged to field a Big Gun mob with a mix of units than I do that the pulsa rokkit has its own special rules and its own datasheet. Giving Pulsa Rokkits their own datasheet would be bound to lead to players fielding Big Gun formations that are all Pulsa Rokkits because they've decided that this will give them some kind of tactical advantage, and that just isn't Orky. Let's face it, just thinking of the tactical possibilities allowed by a formation of Pulsa Ookkits isn't Orky. Jeeez! What are ya, some pansy Blood Axe or sumfink!

ORK MEGA-GARGANT

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+

Weapon	Range	Firepower	Notes
Gaze Of Mork	30cm	MW4+	Titan Killer, Fixed Forward Arc
Skullkrusha Mega-Cannon	75cm	3BP	Macro-weapon, Fixed Forward Arc
Krusha	base contact	Assault weapon	Macro-weapon, Extra Attacks (+1) Titan Killer (D6), Fixed Forward Arc
Gun Deck	60cm	12BP	Macro-weapon, Fixed Forward Arc
2 x Big Gunz	45cm	AP5+/AT5+	Left Arc
2 x Big Gunz	45cm	AP5+/AT5+	Right Arc
2 x Krooz Missile	Unlimited	MW3+	Titan Killer (D3), One Shot, Fixed Forward Arc
Deth Ray	60cm	MW3+	Titan Killer (D3), Fixed Forward Arc
Supa-Lifta-Droppa	45cm	MW5+	Titan Killer (D6), Fixed Forward Arc
Big Lobba	60cm	2BP	Macro-weapon, Fixed Forward Arc
Weirdboy Tower	30cm	D6 x AP5+/AT5+	

Damage Capacity 18. 6+D6 Power Field. Critical Hit Effect: The Gargant catches fires. Roll a D6 for each fire burning on the Gargant in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.

Notes: *Fearless, Reinforced Armour, Supreme Commander, Thick Rear Armour, Walker.*

Ork Infantry and Vehicles

The table below shows what old metal and plastic models from previous editions of Epic count as in the new Epic Ork army lists. The author highly recommends that you use any of these models if you can find them, as they will give your Ork army an suitably diverse and 'kustom-built' appearance.

Unit	Counts As
Wildboyz	Ork Boyz
Shoota Boyz	Big Gunz
Weirdboyz	Big Gunz
Madboyz	Ork Boyz
Painboyz	Ork Nobz
Mekboy	Ork Nobz
Runtherd	Ork Nobz
Boarboyz	Ork Warbikes
Tinbotz	Killa Kans
Bonecruncha	Gunwagon

Unit	Counts As
Bonebreaka	Gunwagon
Bowelburna	Skorcha
Braincrusha	Gunwagon
Gobsmasha	Gunwagon
Gutrippa	Gunwagon
Lungbursta	Gunwagon
Spleenrippa	Gunwagon
Squigoth	Battlewagon
Weirdboy Battle Tower	Battlewagon
Wartrak	Warbuggy

Unit	Counts As
Shokk Attack Gun	Big Gun
Pulsa Rokkit	Big Gun
Hop Splat Gun	Big Gun
Squig Katapult	Big Gun
Traktor Kannon	Big Gun
Magna-Kannon	Soopagun
Gibletgrinda	Battlewagon (yes, really!)
Skullhamma	Battlewagon (yes, really!)

Gargant Weapons

The table below lists what the weapons used on earlier versions of Ork Gargants counts as with the Epic: Armageddon rules. Once again I highly recommend using these models if you can find them.

Unit	Counts As
Battle Kannon Head	Gaze Of Mork
Battle Cannon Turret	Big Gun
Cluster Buster	Soopagun
Gork or Mork Head	Gaze of Mork
Deth Kannon	Supa-Zzap-Gun

Unit	Counts As
Gatling Kannon	Soopagun
Gut-Buster Mega-Kannon	Soopagun
Magnum Mega-Kannon	Soopagun
Observation Turret	3 x Big Shoota
Rippa Fist	Mega-choppa

Unit	Counts As
Skorcha Turret	Skorcha
Slasha Attack Gun	Soopagun
Snappa	Soopagun
Supa-Lifta-Droppa	Supa-Zzap-Gun

COLLECTORS IMPERIAL GUARD MODELS

The following sets of tables provide gaming information for metal and plastic Imperial Guard models that were produced for previous editions of Epic and are no longer in production, and also for the finely detailed resin Epic models produced by Forge World. The tables list what we recommend the models should 'count as' when you use them in tournament games (see 6.2.1), but also provide unit data for players creating their own scenarios.

Over the years, the Imperial Guard have had more Epic scale models made for them than any other race. Almost all of the armoured vehicles that are included in Warhammer 40,000 were tried out first in Epic.

More recently Forge World has produced a large and growing raange of Imperial Guard vehicles that is based on the range of models that Forge World make for using in Warhammer 40,000. They really are lovely models, and come highly recommended by the Epic design team.

You can find out how to order the Forge World models in the Resources section of the appendices. The older metal and plastic Epic models listed here are no longer available from Games Workshop (so please don't ask for them), though second-hand ones can still be found at shows, on the internet and at some game stores.

SPECIAL RULE

Tunnellers

This special rule can be used for tunnellers if they are included in a scenario. Tunnellers are set up on their own table edge before the battle starts, at the same time that spacecraft are deployed (see 4.0). Any units transported in the tunneller are kept off table until it appears. Write down the location where the tunneller will surface at the same time and in the same manner that you record the co-ordinates of a drop zone (see 4.3.3). You must also secretly record when the tunneller will surface. If it is going to appear in your half of the table it may arrive from the secondnd turn onwards. If it is going to appear in the opposing half of the table, it may arrive from turn three onwards. Set up the tunneller at the start of the stated turn. It and any units being transported may take an action on the turn they appear.

Name	Counts As	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Baneblade (Lucius Pattern) The Mars Pattern Baneblade is identical except for minor cosmetic differences.	Baneblade	WE	15cm	4+	6+	4+	1x Battle Cannon 1 x Autocannon 1 x Demolisher Cannon 3 x Heavy Bolter 2 x Lascannon	75cm 45cm 30cm 30cm 45cm	AP4+/AT4+ AP5+/AT6+ AP4+/AT4+, Ignore Cover AP5+ AT5+	Reinforced Armour. DC3, Critical = see Baneblade datasheet.
Capitol Imperialis	An updated version of this model will be released in 2005. Rules will be published at that time. For the moment, use the Leviathan stats that follow instead.									
Chimera with Heavy Bolter turret	Chimera	AV	30cm	5+	6+	5+	1 x Twin Heavy Bolter 1 x Heavy Bolter	30cm 30cm	AP4+ AP5+	Transport (as Chimera)
Chimera with Plasma Cannon in hull	Chimera	AV	30cm	5+	6+	5+	1 x Multilaser 1 x Plasma Gun	30cm 30cm	AP5+/AT6+ AP5+/AT5+, Slow-firing	Transport (as Chimera)
Chimera with Heavy Flamer turret	Chimera	AV	30cm	5+	6+	4+	1 x Heavy Flamer 1 x Heavy Bolter	15cm 30cm	AP5+, Ignore Cover AP5+	Transport (as Chimera)
Earthshaker Weapon Platform	Earthshaker	LV	0cm	6+	6+	5+	1 x Earthshaker	120cm	AP4+/AT4+ or 1BP, Indirect Fire	None
Gorgon	Chimera	AV	15cm	4+	6+	4+	1 x Heavy Flamer 1 x Mine Thrower	15cm 15cm	AP5+, Ignore Cover 2BP	Reinforced Armour. Transport (4 units). Ignore Dangerous Terrain.
Hellbore	Baneblade	WE	0cm	4+	6+	6+	None	—	—	Tunneller. Reinforced Armour. Thick Rear Armour. Transport (14 units). Damage Capacity (4). Critical = Destroyed.
Hydra Weapon Platform	Hydra	LV	0cm	6+	6+	5+	1 x Hydra Autocannon	30cm	2 x AP4+/AT5+/AA5+	None
Imperial Guard Assault Troops	Imperial Guard Rough Riders	INF	30cm	None	5+	5+	Chainswords Laspistols	0cm 15cm	Assault Weapons Small Arms	Jump Packs
Imperial Guard Beastmen Squads	Imperial Guard Infantry	INF	15cm	6+	5+	6+	Lasguns	15cm	Small Arms	None
Imperial Guard Bike Squad	Imperial Guard Rough Riders	INF	35cm	6+	5+	5+	Chainswords Bolters	0cm 15cm	Assault Weapons Small Arms	Mounted.
Imperial Guard Robot	Ogryns	AV	10cm	4+	5+	5+	1 x Autocannon 1 x Power Fist	45cm 0cm	AP5+/AT6+ Assault Weapon, Macro-weapon, Extra Attack (+1)	Walker. Fearless.

Name	Counts As	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Leman Russ Conqueror	Leman Russ	AV	30cm	4+	6+	4+	1 x Conqueror Cannon 1 x Lascannon	45cm 45cm	AP5+/AT5+ AT5+	Reinforced Armour
Leman Russ Destroyer Tank Hunter	Leman Russ	AV	30cm	4+	6+	6+	1 x Laser Destroyer	75cm	AP5+/AT3+	Reinforced Armour
Leman Russ Executioner	Leman Russ	AV	30cm	4+	6+	4+	1 x Plasma Destroyer 1 x Lascannon	60cm 45cm	MW5+, Slow Firing AT5+	Reinforced Armour
Leman Russ Thunderer Siege Tank	Leman Russ Demolisher	AV	20cm	4+	6+	4+	1 x Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover	Reinforced Armour
Leviathan Command Centre	Baneblade	WE	15cm	4+	3+	3+	1 x Battle Cannon 6 x Twin Lascannon 1 x Doomsday Cannon	75cm 45cm 120cm	AP4+/AT4+ AT4+ 3BP, Macro-weapon	Supreme Commander. Reinforced Armour. Thick Rear Armour. Transport (14 units). Damage Capacity (4). Critical = Tracks destroyed, may not move, subsequent criticals cause an extra point of damage.
Lightning	Thunderbolt	AC	Fighter	6+	Na	Na	1 x Lighting Cannon (FxF) 1 x Twin Lascannon (FxF)	75cm 45cm	AP5+/AT6+/AA6+ AT4+/AA5+	None
Lightning Strike Fighters	Thunderbolt	AC	Fighter	6+	Na	Na	1 x Autocannon (FxF) AA Missiles (FxF)	45cm 45cm	AP5+/AT6+ 4 x AA6+	None
Manticore Weapon Platform	Manticore	LV	0cm	6+	6+	5+	1 x Rocket Launcher	150cm	2BP, Slow Firing, Disrupt	None
Marauder Destroyer	Marauder	AC	Bomber	4+	Na	Na	3 x Twin Autocannon (FxF) Twin Heavy Bolter (Rear) Twin Assault Cannon (Rear) 2 x Underwing Rockets (FxF) Bomb Racks (FxF)	45cm 30cm 30cm 30cm 15cm	AP4+/AT5+/AA6+ AA5+ AA5+ AT4+ 1BP	None
Medusa	Griffon	AV	20cm	6+	6+	5+	1 x Medusa Siege Gun 1 x Heavy Bolter	15cm 30cm	3BP, Indirect Fire AP5+	None
Mole	Chimera	AV	cm	4+	6+	6+	None			Tunneller. Reinforced Armour. Transport (4 units).
Mole Mortar	Imperial Guard Fire Support	INF	15cm	None	6+	6+	1 x Mole Mortar	30cm	1BP, Indirect Fire	Mounted.
Rapier	Imperial Guard Fire Suppor	INF	15cm	None	6+	5+	1 x Rapier Laser Destroyer	45cm	AT4+	Mounted.

Name	Counts As	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Salamander Command	Salamander	AV	35cm	6+	6+	4+	1 x Heavy Flamer 1 x Heavy Bolter	15cm 30cm	AP5+, ignore cover AP5+	Leader
Salamander Scout	Salamander	AV	35cm	6+	6+	5+	1 x Autocannon 1 x Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	Scout
Stormblade (Mars Pattern)	Baneblade	WE	15cm	4+	6+	4+	1 x Plasma Blastgun 4 x Hellion Missile 4 x Heavy Bolter	45cm 60cm 30cm	2 x MW2+, Slow-Firing AT4+, One-shot AP5+	Reinforced Armour. Damage Capacity (3). Critical = magazine explosion, destroyed, units within 5cm hit on 6+
Stormblade (Lucius Pattern)	Baneblade	WE	15cm	4+	6+	4+	1 x Plasma Blastgun 3 x Heavy Bolter 2 x Lascannon	45cm 30cm 45cm	2 x MW2+, Slow firing AP5F AT5+	Reinforced Armour. Damage Capacity (3). Critical = magazine explosion, destroyed, units within 5cm hit on 6+
Stormhammer	Baneblade	WE	15cm	4+	6+	4+	2 x Twin Demolisher Cannon 4 x Heavy Bolter	30cm 30cm	AP2+/AT3+, Ignore Cover AP5+	Reinforced Armour. Damage Capacity (3). Critical = magazine explosion, destroyed, units within 5cm hit on 6+
Stormsword (Lucius Pattern)	Baneblade	WE	15cm	4+	6+	4+	1 x Siege Cannon 3 x Heavy Bolter 2 x Lascannon	45cm 30cm 45cm	3BP, Macro-weapon, Ignore Cover AP5+ AT5+	Reinforced Armour. Damage Capacity (3). Critical = magazine explosion, destroyed, units within 5cm hit on 6+
Tarantula	Imperial Guard Fire Support	INF	15cm	None	6+	5+	1 x Tarantulas	45cm	AP5+/AT6+	Mounted.
Termite	Chimera	AV	0cm	5+	6+	6+	None	—	—	Tunneller. Transport (2 units).
Thudd Gun	Imperial Guard Fire Support	INF	15cm	None	6+	5+	1 x Thudd Gun	45cm	AP4+	Mounted.
Trojan	Chimera	AV	30cm	6+	6+	5+	1 x Heavy Bolter	30cm	AP5+	Transport (one weapon platform)

FAQ & DESIGNER'S NOTES

"Fergit glanced at Grimble and then back at the proud Oddboy standing in front of them. Fergit had foolishly asked the Oddboy a question about his latest design. That had been half an hour ago and the Oddboy was still blathering on enthusiastically about something that didn't appear to have all that much relevance to the question Fergit had asked. What's more it didn't look like the Oddboy would be finishing his tirade anytime soon. With a fatalistic shrug Grimble sat down on the stony ground. After a moment, and with a deep heartfelt sigh, Fergit sat beside him. It looked like they might be here for quite a while..."

The following FAQ is based on replies the game designer gave to emails he received about the Epic Armageddon rules during play-testing. I've included these here as the answers often give an insight into the reason behind a rule, rather than simply being yes/no/maybe answers. We've presented the questions and answers in the same order that the rules appear in the this book, to make it easy to look things up if a question comes up during play.

One important point we should make at the start is that the FAQ mainly includes questions where the designer disagrees with the questioner and tries to explain why the rule is the way it is ("**Q:** Hey Jervis, shouldn't the rule be like this? "**A:** No, it's like this because..."). What does not appear here are the considerably larger body of questions that led to the rules being changed during play-testing ("**Q:** Hey Jervis, shouldn't the rule be like this? "**A:** Why yes, that's a very good point, I'll change it!").

In some cases you will find answers for questions that are actually covered in the rulebook. These questions kept coming up even though (as far as the designer was concerned) the rules were crystal clear on the matter, so we have repeated them here to make sure that there is no confusion about the way that the rules should really work.

If you have any further questions or comments about the Epic rules then please write to us about them. You can email questions about Epic to us at: fanatic@games-workshop.co.uk.

Before we get started, here are some acronyms you might run into.

AA – *Anti Aircraft*
AP – *Anti Personnel*
AT – *Anti Tank*
AV – *Armoured Vehicle*
BM – *Blast Marker*
BP – *Barrage Point*
DC – *Damage Capacity*
FB – *Fighter Bomber*
GT – *Grand Tournament*
IG – *Imperial Guard*
LOF – *Line Of Fire*
LR – *Land Raider*
LV – *Light Vehicle*
MW – *Macro-weapon*
OB – *Orbital Bombardment*
SM – *Space Marine*
TK – *Titan Killer*
TSKNF – *They Shall Know No Fear*
WE – *War Engine*
ZOC – *Zone of Control*

FORMATIONS

Q: In previous versions of Epic what are now called 'formations' were called 'detachments' Why bother changing what they're called? It's a tiny detail, but I was just wondering....

A: Basically, each army list has a different name for the formations it uses; you get Ork Warbands, Imperial Guard Companies and Platoons... and Space Marine detachments. Having a Space Marine detachment-detachment just didn't sound right, so I made the game term formation and the 'real-life' name detachment.

Q: It should be stated that two formations that are acting in concert to the point of co-mingling units are ONE formation for the purposes of being shot at or assaulted.

A: This is the way rules work for assaults. We did have a similar rule early on for shooting too, but it didn't work well so I dropped it, and I can't say it has been missed.

Q: The 5cm unit-to-unit coherency rules allow for very spread out formations and limits a formation's ability to use terrain effectively. I would recommend the use of a 'command radius' rule where all units in a formation need to be within a certain distance of a command unit, as you used in the last version of Epic.

A: Formations no longer have specific command units, making command radius impractical. This is why we went over to (or rather, back to) the chain rule in this edition of Epic.

Q: Okay, what about when a unit is more than 5cm away from its formation after its formation moved, why would it be destroyed? Nothing happened to it, except that it got like 6cm away... Why can't you mark that piece as broken (not the whole formation, just the ones that are more than 5cm away).

A: I've gone for the simple 'eliminated' rule because I want to discourage players from splitting their formations up. You can leave units behind if you want, but if you do they will 'bug out' and are therefore removed from play as destroyed.

BLAST MARKERS

Q: Currently 'suppression' is just a firepower reduction. Short of surrounding a formation (and hoping they don't just assault you) there is no way to limit mobility via 'keeping their heads down', leading to oddities like a formation of Assault Marines just leaving the zone of fire on their next turn, and ending up half-way across the board...

A: We've found that the initiative modifier does just enough to slow down formations and make them less mobile once they come under fire. My feeling is that if a formation comes under fire, it will either hunker down and not do much, or move pretty quickly. The initiative rules reflect this quite well I think.

Q: Blast markers are too effective. Limit them to one automatic BM per formation per turn, and don't allow any BM unless the fire can damage units from the formation (ie, AP fire against armoured vehicles).

***A:** I'm very happy with the blast marker rules as they are. It's easy to fail to appreciate just how important the psychological effect of fire is on an enemy formation; the history of modern warfare is full of stories of 'invulnerable' armoured vehicles being driven off by small arms fire, and large bodies of troops being pinned down by even a small amount of fire. That's why snipers can be so effective, for example. On the other hand, players that prefer their troops to act in a more 'gung ho' manner should feel free to come up with house rules limiting the effectiveness of Blast markers or simply ignore them all together. The rules in this book simply reflect the way that the designer wants to play, and one of the really great things about miniature wargames (as opposed to, say, computer games) is that you can get in there and tinker with the rules so that they suit your own tastes.*

Q: Tanks can be suppressed too easily. I mean, tanks are built to be able to fight under fire. My second point about tanks is that tanks can shot while moving. Therefore I think that tanks that are using the double action should be able to move>shot>move.

***A:** I'm going to have to disagree here, all my reading on tanks in 'real life' shows they get suppressed just as easily as infantry, if not more so. There are plenty of other examples of troops in armoured vehicles being driven off by small arms fire that can't possibly harm the vehicle (there's an especially good example of this in the book 'A Bright Shining Lie' about Vietnam), while descriptions of tanks actions where AT weapons are involved tend to show that tank formations are more likely to panic and run off than infantry when they come under deadly fire, mainly because infantry will tend to go to ground under heavy fire while an armoured vehicle can't hide so easily, so will try to move away and get out of sight.*

Funnily enough the move>shoot>move idea is something that we're testing for Eldar vehicles. The way that I look at it with 40K is that Imperial tanks have a level of technology closer to WW2 than the modern day (which really had to stop moving in order to shoot), while Eldar vehicles are more like modern day ones that can easily shoot on the move. One of the things that's fun about working with fantasy and science-fiction armies is that you can 'mix periods' like this, by basing different armies on archetypes from different historical periods. Of all of the games GW has made, the one that did this the most was Man-O-War, which had Empire ships based on renaissance galleys, Bretonnian ships based on Napoleonic Man-O-War, Dwarf ships based on early Ironclads, and Dark Elf ships that were pulled around by sea monsters! Epic does this too, though not to such an extreme extent.

Q: I think you need to introduce a table similar to the shooting table from the last version of Epic for applying Blast markers. You simply added up the amount of weapons shooting at the target formation and the table told you how many Blast markers should be placed.

***A:** One of the most common complaints about the last version of Epic was that it was 'maths heavy' and 'abstract'. Many of the rules changes in this version are there to remove rules that require maths or deal with abstract numbers, and replace them with simple intuitive game systems that can be explained in a sentence or two. Receiving a Blast marker for coming under fire and for each unit destroyed is a good example of this type of thing. It just makes sense!*

Q: If a transport with two troops inside is destroyed, and all of the troops inside the transport are destroyed – how many Blast markers are placed on the formation

***A:** Four: one for being shot at, plus two for destroying the transport unit, plus two more for the units inside the transport*

INITIATIVE & ACTIONS

Q: When rolling for initiative to activate and order your Formations, does a D6 roll of 1 automatically fail?

***A:** No. This can lead to certain formations automatically passing an initiative test. Space Marines, for example, will always pass a test unless modifiers apply to the roll, and*

Orks doing a double or charge action would pass automatically also. These advantages are built into the points values used in the Grand Tournament army lists, and you should take them into account when working out the forces used in a scenario.

Q: Perhaps actions could be chosen at the start of the turn by placing 'order counters' by the formations, while leaving the option for a commander to change the orders in reaction to an opponents move (perhaps a function for HQ units?), with a significant initiative penalty.

A: *I did consider doing something like this, but it would considerably slow game play so I decided to stick with the rules as they are. In addition we've found that once you have got the hang of how the action system works, then it becomes more and more important at the start of each turn to mentally plan out what you will do over the course of the coming turn or two, in effect making a mental note of the orders you will issue. Failing to do this will mean you will get sucked into reacting to the enemy's moves, rather than carrying out your own battle plan.*

Q: What are the options for a unit that finds itself in an enemy ZOC at the start of its activation?

A: *If a units finds itself in an enemy ZOC for any reason then it must either charge the enemy or leave the ZOC when it next takes an action. It cannot choose to remain stationary and stay in the ZOC, which means you will have to choose an action that allows the unit to move away or charge.*

MOVEMENT & TERRAIN

Q: Aren't the speeds in this game way too fast? I say this because an infantry stand on march orders can move 45cm. A Rhino that marches can move 90cm!

A: *The movement rates in Epic are high compared to weapon ranges because of the ground and time scales used. I've assumed that a turn represents quite a long period of time (about fifteen minutes) while the ground scale used is also quite high (I've assumed 30cms equals about 1km). Note that the ground scale is 'out of kilter' with the scale of the models. Epic models are about 1/250th in scale, while the ground scale is more in the order of 1/3000, ie, more than ten times higher!*

Almost every Epic unit could move further than it can shoot in 15 minutes, which is why movement rates are high compared to weapon ranges. Even an infantryman could easily cover a km or two (bearing in mind that the world record for the 1500m is about 3 minutes or so). If anything units move too slowly, but here I have assumed that in any fifteen minute period most units will spend quite a lot of time not doing anything other than catching their breath.

I've gone for these high time and ground scales because I want to cast the player in the role of a 'supreme commander' making strategic rather than tactical decisions (tactics is for 40K – Epic is about strategy). What I wanted to achieve was a situation where a player was thinking about where he would launch his next attack, what he would do with his reserves, and how he could counter an enemy breakthrough. In order to achieve these things, high movement rates were a necessity, as they allowed a player to act strategically rather than tactically, in my opinion anyway.

Q: COVER SAVES!! The same weird rule as in WH 40k... Space Marines standing on a shiny, open plateau are equally well protected than Terminators in a metre thick plasteel, ceramite covered bunker...

A: *This isn't true, as there is a -1 to hit modifier if you are in cover, which will usually halve the number of hits taken by a formation. In addition, bunkers make the units that are inside them immune to crossfire. Last, but not least, I think the cover rules reflect very well that hard cover is much more use for lightly protected troops that are both better able to take advantage of it, and also receive more benefit from the cover than troops already encased in armour.*

Q: The rule allowing infantry in overwatch to receive a cover save makes no sense as provided. Given the scale, structure of the game and the perceived time elapsed, it is unrealistic for units to hide in plain sight.

A: *I disagree. Infantry are very good at hiding in plain sight, especially as in real life the ground is rarely completely flat. The 'empty battlefield' (meaning one where you can't see any enemy as they are hiding or camouflaged) is a very common motif in modern military literature.*

Q: Dangerous Terrain Tests. On the roll of a 1 in the previous version of Epic the unit had to immediately halt but was unlikely to be destroyed. Is this still to be the case?

A: *No. I made the rule much harsher to discourage players from moving unit's into dangerous terrain unless they have a very good reason to do so. It also makes dangerous terrain test rolls much more exciting!*

SHOOTING

Q: If a turn in Epic is meant to represent 15 minutes of real time, shouldn't units be allowed to shoot more than once with each weapon? Imagine running across a football field. How many shots could your opponent get off at you? A lot more chances than one.

A: *This is true. However 'shooting' in Epic does not represent a single shot; instead it represents sustained but sporadic fire over a prolonged period of time. Just as I have with movement, I have assumed that units will not shoot constantly for 15 minutes. Rather they will take a shot or two and see what effect it has. If you watch the news, you'll quite often see newsreel footage of modern-day military units shooting 'speculatively' in this manner.*

Q: What blocks line of sight (other than obvious terrain)?

a) Enemy models

b) War engines (friend or foe)

c) Friendly models other than your detachment - group - whatever

d) Stands within your own detachment.

e) Ruins

f) Shoot at whatever's in range and not blocked by hills or large buildings?

g) I misunderstood something...

A: *The answer is b, e & f. Terrain blocks the LOF, units don't.*

Q: I can't find the AP or AT values for small arms like bolters or lasguns. What are these values?

A: *The effect of small arms is included in the unit's firefight value, and used in an assault by units within 15cms of the enemy and not in base contact. So 'firefights' and small arms fire only happens as part of an assault. The thinking behind this rule is based on observations of the way combat works in real-life. 'Shooting' in Epic represents the kind of long-range sustained shooting attacks you'll often see in news-reels; the kind of thing where you see tanks or heavy weapons popping away at a distant hillside at an invisible target – the aptly named 'empty battlefield' phenomena. An assault represents the situation where troops have been ordered to take and hold a position, and all hell breaks loose as they close in. If you saw the TV series 'Band Of Brothers' you'll know what kind of thing I mean. This is the main reason that small arms are only really used in assaults, as they are not very effective at the kind of long-ranged suppressive fire represented by 'shooting' in Epic.*

Q: Devastator's have two missile launchers each. Can a Devastator unit split its fire into one AP shot and one AT shot when shooting?

A: *Yes it can.*

Q: Can AP weapons target armoured vehicles just to get the Blast marker for coming under fire? And the corollary, can AT weapons target infantry to get a Blast marker?

A: *Yes. Formations pick up a Blast marker for coming under fire even if the weapons being used cannot harm the target.*

Q: I see no reason for Epic Armageddon to move away from the shooting system introduced in the previous edition of Epic. Rolling to hit and rolling to save for each shot is very tedious and time consuming compared to quickly adding up the formation's firepower values and looking up the number of dice to be rolled on the old Firepower table.

A: *We've found that after a game or two, the new system actually plays as fast or faster (depending on how good you are at adding up) than the old system. Try it and you'll see what I mean. The new system is intuitive and very easy to use, and replaces maths (that some players find hard to use) with simple dice rolls. The bottom line is, though, that it has had no discernable effect on the amount of time it takes to play the game.*

Q: You should allow formations to split fire!

A: *Similar arguments were raised when the latest edition of 40K came out, as it also doesn't allow units to split fire. As I was a member of the 40K team when the last edition came out, this means I have been over all of the arguments both for and against allowing units to split fire once already. What the various discussions showed was that:*

a) It is actually quite hard to get real-life units to split fire against different targets (ie, splitting fire is not 'more realistic')...

but more importantly...

b) Not allowing formations to split fire makes for a more skilful game. One of the key decisions you will face during a game of Epic is picking the right target to shoot at; you have to be able to evaluate the effectiveness of the fire against the different targets and decide where it will be best used. Allowing players to split fire turns this pretty much into a no-brainer, and this is the primary reason I have not allowed it in Epic. It may seem cruel, but I like this kind of thing because it forces players to make tough choices, and rewards good play.

Q: Possibly allow weapons that have only one mode of fire (AP or AT) to fire in the other, but at a penalty (-2?). After all, a lascannon can still kill infantry, and a bolter could destroy a Rhino.

A: *I shan't be doing this. On the scale of Epic the fact that a lascannon could kill infantry or a bolter take out a Rhino simply doesn't matter; the odds of doing any damage are so low that it can be ignored. More importantly such a rule would only serve to 'bland out' the game. Experience has taught me that it is as much what a unit can't do that gives it character, as what it can do. It also forces players to make tough decisions about what to include in their army, rather than allowing everything to do everything.*

Q: Can you withold fire for later in the turn?

A: *No, all of the units in the formation must shoot at the same time. The player can choose which units/weapons to shoot with and never has to fire if he doesn't want to.*

CROSSFIRE

Q: In the 'crossfire' rules, it was not clear whether or not both of the formations that were causing the crossfire had to actively shoot at the enemy formation in the crossfire. If this is the case, what if the first formation wipes the enemy out? Is the second formation 'pre-obligated' to shoot at it?

A: *The second formation is not pre-obligated to shoot (ie, it just needs to be a 'threat')*

Q: Can both formations creating the crossfire shoot at the target enemy formation and receive the crossfire bonus (yes or no)?

A: *Yes. Each will gain the crossfire bonus when they shoot, though they must fire in separate actions.*

ASSAULTS

Q: In real life any infantry marching across an open field to assault tanks are not going to survive, but this is very possible in Epic.

A: *This is only true if you assume that the infantry are advancing in serried ranks towards the tanks in the style of 19th century Napoleonic infantry, or the poor bloody British infantry at the Battle of the Somme in WW1. In Epic, you should assume that even 'marching' infantry are taking advantage of any cover they can find and advancing in quick dashes rather than plodding upright towards the enemy. It's also important to understand that (with very rare exceptions) real-life battlefields are not flat like a typical wargames table. Real terrain has numerous small folds and gullies that serve to hide units from each other's view, and limit the number of shots that an attacker or defender can make over any given period of time.*

This said, even in Epic, infantry advancing on tanks across open ground are going to take pretty horrific casualties. Just say, for the sake of argument, that an Imperial Guard infantry company had been ordered to assault an Imperial Guard Leman Russ tank company 'across open ground'. Assuming the infantry start just out of battle-cannon range, they will be shot at either one, two or three times on the way in depending on who wins the strategy rolls, etc. Let's assume they only get shot at twice. This means that the battle-cannons alone will probably inflict 10 casualties before the infantry even get to try and assault (not that they will assault, of course, as they'll have been broken). In order to have any real chance of taking out the tanks they would require at least two and probably three infantry companies, and the infantry will probably suffer heavy casualties in the process. Even if the infantry started 45cms away and were able to move straight into assault range, they'd still be shot at least once, suffering @10 casualties from the Leman Russ's battle-cannon and heavy bolters.

Q: Assaults are too common in Epic. In modern warfare, most combat is resolved from far away, either using artillery or direct fire from extremely long-range units.

A: *This is highly debatable. It's true that in modern warfare (ie, since WW1) most casualties have been caused by artillery. However, it is still generally accepted that the only way to capture ground is to move in and actually occupy it. I think that Epic captures these two things quite well. Most of the casualties are caused by shooting rather than assaults, but it tends to be assaults that determine the outcome of the game.*

Q : Why can charging troops only make one move?

A: *Simply because it stops assaults being too effective. We tried allowing a double move, and it allowed an assault to sweep in from too far away. It is also important to break out of the mind-set of an assault being a wild charge into hand-to-hand combat. In Epic an assault will just as likely be about troops moving up cautiously under cover in order to achieve a good firing position. Only being able to make a single move represents rather well that an assault needs to be planned and coordinated before it is carried out, or at least it would need to be if it were to have any chance working.*

Q: How should we interpret section 1.12.3 when it says 'Remember that a charging unit that enters a zone of control must move into base contact with the nearest enemy whose zone of control has been entered'?

A: *The intent of the rule is that if you enter a ZOC, then you must move into base contact with the nearest enemy unit whose ZOC you have entered. If you start a move in a ZOC, you can either move into contact with the closest enemy unit, or exit the ZOC by the shortest possible route.*

Q: Do assaults only occur when one player or the other takes a charge action?

A: *Yes. An assault does not occur automatically in the Epic Armageddon rules.*

Q: Do the cover save and cover to-hit modifier apply in assaults?

A: *Defenders in an assault get the cover save from any terrain they are in but attackers never get a cover save from terrain. The -1 to hit modifier is not applied as there are never any modifiers to attack rolls in assaults.*

Q: Shouldn't charging units get a modifier to their CC rolls? Without it large formations will always beat smaller ones.

A: *I haven't given charging units a bonus as I think any advantage they might have when they close with the enemy would be cancelled out by having to advance under fire as they charged in. Remember, an assault represents what goes on in an entire game of 40K, not just what happens in one close combat phase. In addition, we've found that small dedicated assault formations are capable of taking out much larger enemy formations under the current rules. In one play-test game, a four stand Marine Assault detachment single-handedly took out a super-heavy tank detachment, and then followed this up by breaking a full-strength Imperial Guard infantry company, and only lost one stand in the process. Now, the Assault Marines were lucky to get away so lightly, especially against the super-heavy tanks, but so far in our games small assault formations have been able to take on much larger formations and win. The trick is choosing the right time to make the assault, and ensuring that the assaulting troops do not have any Blast markers while their opponent does.*

Q: If a formation makes a 'Counter Charge Move' in a turn before it has had an opportunity to perform an 'Action' of some sort, will that formation be free to take an 'Action' later on that turn if it is still able to (ie, not broken as a result of the Close Combat/Fire Fight)? Can the counter charge move allowed even if a formation has already performed its action?

A: *Yes to both questions. The counter charge move is a free or bonus move.*

Q: Can the crossfire bonus be used in an assault?

A: *No. It is almost impossible to create crossfire rules for an assault that can't be exploited in some way. I prefer to use the rules as they are and assume that the crossfire makes the assault easier because formations can soften up the defenders by shooting at them with the crossfire bonus before the assault goes in, making life easier for the assaulting troops.*

Q: If you charge an 'intermingled formation' consisting of a broken formation and a non-broken one, and you win by 3 pips, do we kill off the entire routed formation BEFORE assessing the extra 3 casualties on the non-broken formation?

A: *No; the extra casualties go on before the loser breaks.*

Q: In an assault, can you allocate hits to units in a formation that are not within 15cm of an enemy unit?

A: *No. Hits in an assault can only be allocated to units that are within 15cm of an Enemy unit?*

Q: What happens if a combat round is a draw, so you immediately fight another round? And if this round is also a draw do you fight a third successive round (and so on)?

A: Yes. An assault has to result in one side winning. You would continue to fight assaults until one side or the other had won the assault.

Q: A transport vehicle moves 30cm, unloads troops who then participate in the assault. If they win can the transport pick up the units as part of its consolidation move?

A: Yes. The consolidation move is considered a movement and a transport can pick up units as part of any movement.

BROKEN FORMATIONS

Q: Broken formations 'may make a withdrawal move'. Is there a minimum move or can I choose to stay where I am (supposing there is no enemy within 15cm)?

A: There is no minimum move. You can move towards the enemy if you wish. It is very hard to write watertight rules forcing troops to 'withdraw from the enemy'. Instead of attempting to do this I have instead made it risky for broken troops to stay close to the enemy, thus, erm, encouraging players to pull them back.

Q: Do broken units still exert a Zone of Control?

A: Yes. The only way a unit loses its ZOC is if it is in base-to-base contact with an enemy unit (or a number of enemy units equal to its starting DC if it is a War Engine).

Q: If a formation is broken, and keeps failing it's rally test every turn, does it just remain in the place it was broken, or does it have to fall back every turn?

A: A formation that fails a rally test must make a withdrawal move each time it fails the test. It is up to you whether the formation moves or not.

Q: Just what does a broken formation do in a new turn if it failed the Rally roll at the end of the previous turn? Do they get to Hold? Double or March backwards? Sit and shiver? Inquiring playtesters want to know :-)

A: They sit and shiver until the end phase (try saying that ten times fast ;))

Q: Once a unit is broken and has made its Withdraw move is it then stuck until it has rallied?

A: Units that fail to rally may make withdrawal moves after they fail the rally roll, so they do get to keep on moving.

Q: Broken formations do not receive Blast markers if they are fired on or assault after they have been broken and before they rally. Instead each Blast marker that the formation would normally receive causes an additional hit on the formation, with no saving throw allowed. Are these hits allocated like regular hits (from the front to the back) or does the player get to take them how they like?

A: The hits are allocated normally, from front to back.

Q: If a withdrawing Transport is caught within 15cm of an enemy unit after finishing its Withdrawal Move, are the transported units destroyed as well?

A: Yes.

Q: Broken Armour Units – Do Armoured Vehicle Formations follow the exact same rules for Blast markers and regrouping as infantry? It makes small armoured formations very vulnerable.

A: They do and it does! Small formations are vulnerable to having their morale broken by fire (losing one out of three units means the formation has lost 33% of its strength, plenty enough to break the morale of all but the most hard bitten of troops).

Q: Can broken formations with only a single unit ever rally? Don't they receive a BM when they rally and then immediately break?

A: Formations with a single unit receive a BM when they rally but also gain the results of a successful rally which means that they remove half of their BMs, fractions rounded up, which fully removes the single BM they had.

SPECIALISTS & BARRAGES

Q: If a barrage touches several formations, do they get one initial Blast marker each?

A:Yes.

Q: Can a barrage get the crossfire modifier if applicable?

A: Yes.

Q: If an Artillery Company fails its action test, can it choose to shoot and still fire an indirect barrage?

A: No, if the initiative test is failed then the artillery cannot take the sustained fire action, but have to take a hold action instead. This will allow them to shoot normally, but they will not be allowed to fire indirectly.

Q: Can units in a transport use their special abilities (eg, Ork Nobz in a transport use their leader ability to remove Blast markers)?

A: Yes. Additionally, characters or units with special abilities in broken formations can also use their abilities. The only time a special ability can not be used is when the unit or character in question is off-board, either in reserve or in a spacecraft or transport waiting to be deployed.

Q: How does First Strike apply to units with Extra Attacks?

A: First of all, special abilities that appear in the Notes section for a weapon only apply to that weapon, while special abilities that appear in the Notes section for the unit (the one at the bottom of the sheet) apply to all attacks the unit makes. So if a weapon has Extra Attacks (+x) and First Strike then the First Strike ability applies only to the Extra Attacks added by that weapon. But if the unit has First Strike in its Notes section then all attacks, including any added by a specific weapon, would be First Strike.

Q: If a unit has a weapon that is Small Arms, First Strike, can it use the First Strike ability if it is providing Supporting Fire in an Assault?

A: Yes.

Q: If a turn in Epic represents about 15 minutes or so, isn't the slow-firing rule a bit silly? Half an hour between shots seems far too long!

A: This is an abstraction, but I think it is a necessary one as it is the simplest way of getting across that these weapons are able to unleash very destructive attacks but have a very slow rate of fire(ie, instead of going boom-boom-boom, they go nothing nothing-nothing-KABOOM!).

Q: 3.17 - Supreme Commanders - You state that EACH supreme commander in an army can XYZ. That implies that there can be more than one, but there is no provision for more than one supreme commander in the army lists?

A: *The game rules and the army lists are two completely separate things. The core rules need to cover games where players create their own scenarios and where there could be two or more supreme commanders on the same side. On the other hand, the army lists are designed to create balanced 'pick-up' games, and therefore limit access to some units to create even games.*

Q: Can a Skimmer formation/unit do a pop-up attack as part of their Sustained Fire action?

A: *Yes. The Sustained Fire pop-up attack can trigger Overwatch fire as well.*

Q: Does crossfire or the Sniper ability affect an Invulnerable Save?

A: *The Invulnerable Save is a second bonus save and therefore not modified by any modifiers or special effects*

Q: Does a character's that has a weapon with the MW and Extra Attack (+1) abilities modify the attack of the unit it is attached to or does it add an attack?

A: *The character is considered to have an Assault Weapon, Macro Weapon, Extra Attacks (+1) that is added to the unit's own weapon attacks. So, for example, a Space Marine Terminator unit with a character upgrade would have 3 attacks if it is in base-to-base with an enemy unit:*

- *The Terminator's base attack*
- *The MW attack from the Terminator's Power Weapon*
- *The MW attack from the character*

WAR ENGINES

Q: Is it only Titan Killer and Macro Weapon attacks that can hurt a titan?

A: *Titans and other War Engines may be affected by AT attacks too. MW and TK weapons are just more effective against them!*

Q: If war engines are included in a formation with normal units, for example a Battle Fortress, is it allowed to be up-to 15cms (5x Starting damage) from the rest of its formation? If it is allowed to be so is it also allowed to be carrying troops at this distance?

A: *Yes to both questions.*

Q: Does a war engine that is under two or more templates from the same barrage suffer hits from each template? For example, if it were under the centre of one template and partially covered by a second, would it take hits equal to half its DC, or half its DC+1?

A: *It's only affected by one of the templates. By the same token, a normal unit that happens to be partially covered by two templates (ie, half of the unit under one template and the other half under a second template) will only be attacked once.*

Q: In the case of a formation consisting of two Warhounds (for example) must you split your 'HITS' between the two of them? (once the DC of one has been reached)?

A: *Yes you would. For example, if a Warhound formation took five hits, the first three would be allocated to the nearer machine, the second two to the further machine.*

Q: What of a formation, such as an Ork warband, which includes several Battle Fortresses?

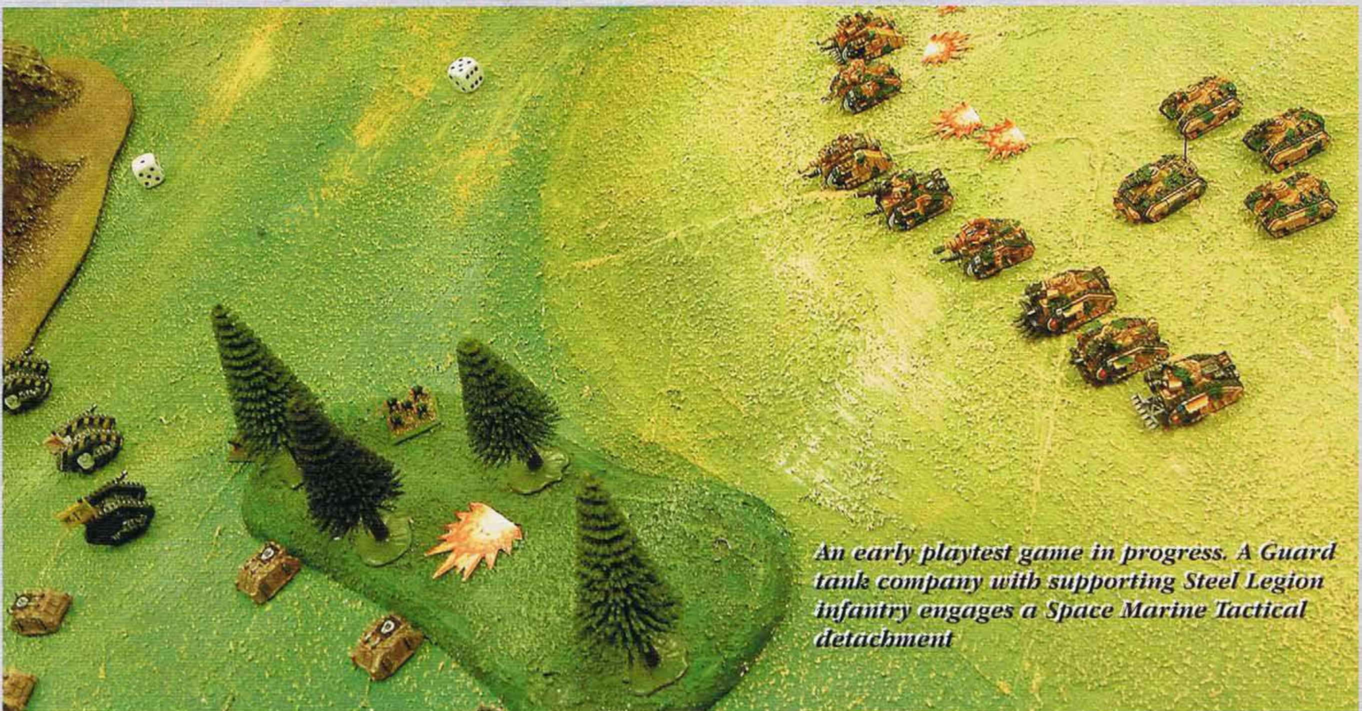
A: *The same would apply; when you got to a Battle Fortress you would allocate a number of hits equal to its DC before moving on to the next unit in the formation.*

Q: What happens to a War Engine which sustains multiple critical hits? Are they cumulative or are the additional critical hits ignored?

A: *The effects of the critical hits are cumulative.*

Q: Can War Engines barge units out of the way in a Counter Charge

A: *Yes.*



An early playtest game in progress. A Guard tank company with supporting Steel Legion infantry engages a Space Marine Tactical detachment

Q: Assaults – you say that war engines can barge units out of their way. If my Warhound is charging a formation that is 25cm away, but between the Warhound and the target is another formation, can the Warhound barge the other detachment out of the way on it's way in?

A: *No.*

Q: How many BMs does a formation get if you manage to destroy a WE with a critical roll. Eg, you have three Shadowswords in a heavy tank company. One unit takes 1 point of damage, and this damage point generates a critical hit and it blows up. Does the formation take two BM's (one for being shot, one for the point of damage) or four (one for being shot, three for total DC on the WE)?

A: *The formation receives one BM for being shot, one BM for each point of damage caused, and one BM for each point of DC remaining on a WE that was destroyed by a critical hit (e.g. four in the example stated above).*

Q: We did have some confusion over the interaction of void shields/power fields and Blast markers. Does having Blast markers prevent having void shields?

A: *No. The idea is that downed void shields can be repaired instead of removing Blast markers when you regroup. So if you regroup you could use each pip of the dice roll to either repair one shield or remove one Blast marker.*

Q: When does a Titan/War Engine get void shields back?

A: *The void shields special rule (5.4.1) defines when a Titan or War Engine can regenerate void shields. Basically, a Titan or War Engine gets one void shield back in the end phase of each turn (if they have lost any void shields). In addition, if a formation takes a Marshall action they can use the result of the Regroup dice roll (see 1.13.1) to repair void shields.*

Q: If a War Engine with shields is hit by a weapon causing multiple points of damage, will any points left over after knocking down shields carry over to the War Engine itself?

A: *Yes, they will carry over to damage the War Engine*

Q: When void shields recharge in formations with multiple units is one dice rolled for the formation or one dice for each unit?

A: *One dice roll per unit. Then pick the highest dice. Each pip can be used to remove one Blast marker OR recharge one shield on every unit in the formation that has void shields.*

AIRCRAFT

Q: Do aircraft that attack ground formations suffer to hit modifiers for cover?

A: *Yes.*

Q: How are landed aircraft attacked by other units? Can you use AA weapons against them?

A: *No. While landed, the aircraft counts for all rules purposes as a ground unit, not an aircraft.*

Q: What happens to units that are in a landed aircraft when it is destroyed? The relevant rule phrase: 'If the transport is destroyed while carrying units, then any transported troops are lost with it (no 4+ saves in this case!)'

A: *The previous answer would apply – while landed it doesn't count as a aircraft.*

Q: Do formations that are under an Orbital Bombardment template receive a Blast marker for being shot at?

A: *Yes.*

Q: If a formation fails to activate and they are still in the a vehicle that entered play using the rules for planetfall, can they deploy in a chain up to 15cm from the vehicle and then make a move (as part of the Hold Action they can take) or can they only move as per the regular activation/order rules?

A: *There is one critical point to make before I answer the question: the special rules that apply to Space Marine drop pods do not apply to other units using the planetfall rules; they only apply to drop pods. Units in drops pods may not choose to stay on board (they must disembark on landing) and only units in drop pods get to deploy up to 15cms from the unit they landed in; units disembarking from other planetfall vehicles must disembark normally, using the normal rules.*

UNIT DATASHEETS

Q: Units should have weapon options, like their 40K counterparts. For example, Space Marine Devestators should have the option of using other heavy weapons instead of a missile launcher, while the Predator should be able to choose what weapons to put in its side-sponsons.

A: *The weapon options on the unit datasheets are dictated by the models available in the Epic range. We wanted to avoid causing confusion by allowing a player to take weapon options for a unit, only for the player to then find out that there were no suitable models available in the Epic range!*

However, the datasheets we have included are backed up by the guidelines for designing your own vehicles, and these make it quite easy for players to field pretty much anything they wish in non-tournament games, as long as they are willing to do a bit of scratch-building of course. In addition we will, over time, expand the Epic range by adding new vehicle and unit variants to the range, along with the appropriate datasheets to go along with them.

SPACE MARINE UNITS

Q: 7.1.1 Space Marine Special Rules – one of your bullet points states that when broken Marines rally they receive a number of Blast markers equal to the number of units in the formation, rather than half the number of units as is usually the case. Really?

A: *Yes. For Marines it takes two Blast markers per unit to break the formation, so a broken formation actually has twice as many BM as units. Rallying halves this number, which leaves the formation with one BM per unit.*

Q: Do broken Space Marine units count as having one BM per unit or one-half BM per unit in an assault resolution?

A: *One BM per unit.*

Q: When broken Space Marines formations are shot at, one unit is killed each two Blast markers as per 'They Shall Know No Fear' rule.What if an odd number of Blast markers are generated, or only one?

A: *Any extra Blast markers are ignored.*

Q: If I shoot two times on a broken SM formation (killing no units) Do I generate 2 separate Blast markers?

A: *No. Broken units do not retain Blast markers. So in this case, the Space Marines would ignore the one Blast marker you place each time and not lose a unit. You would have to place two or more Blast markers on a broken Space Marine formation before it loses a unit.*

Q: Can a Space Marine Librarian use his Smite ability in an assault if he is in base-to-base contact with an enemy unit?

***A:** No. The Smite ability is listed as being a Small Arms weapon. Small Arms weapons are used in assaults when the unit is not in base-to-base contact.*

IMPERIAL GUARD UNITS

Q: Why do IG stands have fewer heavy weapons than Space Marines? The squad ratio for weapons in 40k is the same.

***A:** In 40K, Marine squads have 5-10 men with 0-1 heavy weapons. However, they are almost invariably fielded as five man squads with one heavy weapon, giving a ratio of one heavy weapon per five models. Imperial Guard come in fixed ten man squads with one heavy weapon, so have a ration of 1/10. Epic reflects this.*

IMPERIAL NAVY UNITS

Q: Why do bomb racks have a range?

***A:** Bombs fall forward in an arc when dropped, allowing aircraft to 'loft' bombs towards a target. It also allows the whole template to be 'in range' as required by the rules.*

TITAN LEGION UNITS

Q: How come none of the Titans have close combat weapons?

***A:** The Titans included in this book only cover the models that you can currently buy from GW or Forge World. Over time we'll be adding more types as we bring out new Titan models. Some of these will include CCW, as well as some of the more esoteric weapons used by Titans in previous editions of Epic. In addition, the vehicle design rules allow players with any of the older Titan models to use them in their games.*

Q: Will you be returning the huge range of weapons that Titans used to have?

***A:** Basically, yes. As well as a pattern and class, Titans will have weapon configurations. Models will be sold with a pre-set weapon configuration, so the current metal Warlord is a 'Lucius Pattern Warlord class Titan, standard weapon configuration'. This will allow us to bring out Lucius Pattern Warlords with different weapon configurations, and there will also be rules that will allow players to devise their own weapon configurations for non-tournament games.*

ORK UNITS

Q: Detail for Imperials is OK (meaning they have many more types of units than anyone else), but Ork units are abstracted into generic categories.

***A:** The abstraction in the Ork list is not because of bias against alien races, it's a deliberate decision to reflect the kustom built nature of the Ork army. Orks do not have standardised, factory produced, cookie-cutter units like Imperial armies do, all of the equipment that they use is a 'kustom job' hand-made by an Ork mekaniak.*

Ork army lists in earlier versions of Epic and 40K tended to gloss over this, and ended up creating standardised Ork units like Pulsa Rokkits, Lungburstas and so on. This created a quite false view of the Ork army, and discouraged players from building Ork armies with a rag-tag, 'barbaric horde' look to them. Both the latest 40K Codex and now the Epic Armageddon army lists try to right this wrong and encourage players to field diverse and varied formations in an Ork army.

In both cases this has required a certain amount of abstraction, not because we're trying to ignore the background for the Orks, but because we're trying to make the army lists fit the background. The decision to make Pulsa Rokkits another kind of big gun is a good example of this. Basically, I consider it more important that players are encouraged to field a Big Gun mob with a mix of units than I do that the Pulsa Rokkit has its own special rules. Giving it special rules is bound to lead to players fielding Big Gun formations that are all pulsa rokkits, and that just isn't Orky, IMO anyway.

Q: Where are Boar Boyz, Skarboyz, Squiggoths, Shooty Boyz, etc.

***A:** Skarboyz and Shooty Boyz are subsumed into Boyz stands, though you can count Shooty Boyz as Big Gunz if you prefer. We plan to add Boar Boyz and Squigoths later on, along with a new army list for Feral Ork armies.*

GRAND TOURNAMENT GAME RULES

Q: The WYSIWYG rule confuses me a bit, especially regarding infantry (vehicles are ok, I guess). Because of this rule, I'm supposed to have one Missile Launcher per Space Marine Tactical unit, at least for Tournament play, correct? (Q continues below)

***A:** No, what the WYSIWYG rule means is that if you use the Space Marine Tactical units that we make in a Tournament game, then they must be used as Space Marine Tactical units rather than Assault units, Devestators etc. Basically, if you have a model of something that is included in the army lists, then you can't say the model 'counts as' anything else.*

Q ...continues: None of my 'old' Marine rectangular stands only have a missile launcher model on every other stand, while half just have five Marines with bolters. Does this mean a rules-lawyering opponent could prevent half of my Marines units from firing in shooting phase?

***A:** The 'counts as' rule would apply in this case. You'd simply tell your opponent 'These stands with five Marines armed with bolters count as tactical units'. Simple, and directly covered by the tournament rules. Ie, I've put this rule in to enable and encourage the use of older models, rather than restrict their use.*

GRAND TOURNAMENT ARMY LISTS

Q: Wouldn't it be better to do more generic lists supplemented by some optional special rules that allow players to tailor them to represent specific armies?

***A:** I've decided not to do generic lists for Epic, so all of the lists we'll do will be specific armies. For example, the Space Marine list in this book is for the Codex Astartes chapters, the Imperial Guard list is for the Armageddon Steel Legion, and the Ork list is for 'Waaagh Ghazghkull' during the 3rd Armageddon War. Doing specific lists like this allows me to include characterful and interesting units and formations, and avoids problems with constantly expanding army lists when we want to add new units to the Epic range later on. Using the Space Marines as an example, the Codex Astartes army list in this book is now set in stone and will not change. However, we are planning to publish a Black Templar list, and this means we'll be able to add new models to the Epic range in the form of the Land Raider Crusader. However, we will not add Crusaders to the Codex Astartes army list.*

This approach will give players confidence in the army lists as they will not constantly be changing, which I think will be a very good thing. It will also allow us to do army lists that have real character, rather than boring generic lists that don't. I know some of you may worry about the *number of lists and the potential confusion this will cause, but I'm confident this will not be the case as long as we make sure that no list is laden down with special rules or exceptions. Many of you will know that as well as doing my day job with Fanatic, I also do some work for Warhammer Historical Wargames, mainly because I'm fascinated by military history and so enjoy playing historical tabletop games too. My own Warhammer Ancient Battles rules have something like 30 army lists, while the highly popular DBM rules produced by Wargames Research Group have in excess of 200(!). In neither case have these caused any problems, so I really don't think this will be an issue for Epic either.*

Q: Is there any provision being made for creating 'odd lot' formations?

***A:** Not as such. Scenarios allow players to custom build formations, but these are not allowed in Grand Tournament games for reasons of play balance.*

Q: Every army should have a commander!

***A:** I don't want to make supreme commanders compulsory, as I try to avoid forcing players to buy specific models unless they want to.*

Q: One query on the lists. Can I use combined Guard and Marine forces? If so, what strategy rating do they use?

***A:** I've decided to make the Guard and the Marines separate armies. Rules for 'allied' armies were allowed during play-testing, but were found to be open to abuse so we banned them in tournament play. If you devise your own scenarios you can, of course, use allied armies. If you do then each formation uses its own army initiative value.*

SPACE MARINE ARMY LISTS

Q: The Razorback upgrade in the Space Marine army list states 'Replace any number of Rhinos with one or two Razorbacks each'. If I take three Razorbacks how do I determine how many Rhinos I have left in the formation?

***A:** You'd take the minimum number of Rhinos to carry the units not being transported in Razorbacks; this might leave one Rhino with one spare space in it but that is okay as long as you don't take Rhinos in excess of the transportation needs of the formation.*

IMPERIAL GUARD ARMY LISTS

Q: Is it intentional that Imperial Guard support formations have no upgrades?

***A:** Yes!*

ORK ARMY LISTS

Q: Why don't Ork warbands get their own warboss?

***A:** I've assumed that one of the Nobz units in the warband includes the warband's warboss.*

Q: Can the Ork Warlord join any Ork unit if you do not have a Gargant in your army?

***A:** The Ork Warlord has to join a Greater Gargant if you are fielding one. If there is not a Greater Gargant in the army then the Warlord character can be added to any Nobz or Gargant unit. Conceivably, if your army has no Nobz or Gargant units then it could join any Ork unit.*

Q: The free Ork Warlord character upgrades the abilities of a single unit in the mob, correct?

***A:** Yes. This also includes the Gargant or Greater Gargant if the Warlord is added to either of those units.*

GENERAL QUESTIONS

Q: In general, are modifiers cumulative? For example, is a Sniper firing at a unit in Crossfire a -2 to the unit's Armour save or just a -1?

***A:** All modifiers apply unless the rules specifically say something different.*

Q: What happens if, a few months into the game's release, you want to release a new unit for an army? I'll have to carry around an extra magazine with the rules, and maybe not get to use them in tournaments. Wouldn't it be easier to just leave them in the list for completeness, and plan to bring them back over time?

***A:** We'll use the Epic website, Fanatic magazine and an Epic Annual to keep players up to date. The aim is to set things up so that as long as you have the rulebook and the latest Annual then you have the 'official' rules to the game. Other material that appears in between will be experimental until the Annual comes out.*

Q: I can't help but wonder if Epic is played more between friends than it is in hobby clubs and tournament settings as well. If this is the case, why can't the army lists cover models not included in the Epic range. I know Jervis is concerned how some players who show up at tournaments manipulate the game, and it sucks they kind of ruin things for us older players that have collections of 'hard to find models' we would like to use in tournament games.

A: *No, you're wrong. I want one set of lists that deal with 'line up and fight equal points battles' (which I've called tournament play because it's shorter) in as fair a manner as possible, while still making sure that the rules cover other styles of play suited for us older players. However, I am going to expect those older players to be mature enough to sort out the games they play without the artificial crutch of 'points values' and 'balanced games'. When I started wargaming, we never used points values in our games, and I'm still here playing games with toy soldiers some thirty years later. If there is one thing I feel more strongly about than anything else with Epic is that I want to stop players thinking that the only way they can game is with a set of army lists in their hands and two 'even points' armies in front of them. This is one way of playing, not the only way of playing.*

*This said, it's important to understand that I fully accept that 'line up and fight' games using army lists are and will be the most common way for people to play Epic. It is precisely because tournament style play is so common that the tournament army lists only cover what is in the Epic 'current range'. Including points values for models that players can only get off Ebay would be a criminally silly thing to do, as we would be bound to end up with out of production (OOP) models that players felt they must have to make their army 'competitive'. This is simply unacceptable; the bottom line of any points value based, line up and fight game is that it is as fair as possible for both players. Having a situation where one player may have access to units that another player simply can't get hold of anymore would simply p**** players off, in my opinion anyway.*

On the other hand I want players that have collections of older models to use them. While we at GW tend to think that the new models we make are better than the old ones, we'd have to be really stupid not to accept that there are many people out there who prefer their older models and want to be able to use them. I really don't have a problem with this, quite the reverse in fact, I want to see those old Epic models dusted off and back on the gaming table. I would be overjoyed if a new 'sub-hobby' grew up amongst players that collected old OOP models, just as you get people collecting old Britains toy soldiers and so on. The trick is to marry these two things up, and I really feel that the method we've used is the only reasonable and sensible way to do it. The 'counts as' rule means that you can use the models in a simple line up and fight even points games or at tournaments, and there are also stats for use in non-tournament games. Most importantly it allows the models to be used without creating an 'arms race/black lotus' effect, where players desperately try to get hold of OOP models in order to win games.

Q: Will official points values be published for Forgeworld vehicles and variant Titans?

A: *No. Stats will be made available for some variant vehicle patterns and for some different Titan weapons. But these units and weapons will not be included in the official GT army lists. To do so would penalise people who do not have access to out of production Titans and vehicles or who have access to the Forge World range of models. There is nothing to stop you using the snazzy Forge World models in any game you play, it's just that sometimes you'll have to use the stats for the units they 'count as' for the game.*

Q: Will there be more Titan variants produced and will there be plastic Titans?

A: *Initially, there will only be models for the Titan variants available in the GT army lists. They will be sold as boxed sets, with one weapon configuration per box. Over time there will be new weapon configurations produced for existing Titan patterns, as well as getting new Titan patterns produced. These will be sold as new boxed sets that will be added to the range. These will be metal Titans. There will not be any plastic Titans produced.*

Q: Why not produce Titans with multiple weapon 'bitz' in each box?

A: *The current method (one weapon configuration per box) reflects the way that we can sell metal models. Making a metal model with a bunch of variant weapons simply increases its cost and gives customers a set of expensive spare metal parts they can't use. Doing the same thing with plastic kits is not nearly such a problem (the plastic is cheap, it's the mould that costs the money), which is why plastic kits can include redundant parts. Since it is*

prohibitively expensive to create moulds for plastic figures we are limited to producing metal Titans which means that we will be producing one weapon kit per boxed Titan.

Q: What other armies are planned?

A: *At the time of writing (late 2003) we plan to release figures and army lists for Chaos, Eldar, Tyranid, Necron and Tau armies. New races will be covered in 'campaign supplements' that will be around 64 pages long. For the Eldar the supplement will be called Epic: Swordwind. The campaign pack will provide general background for the Eldar, then list Eldar units and new Guard/Ork/Marine units, then provide campaign background for the scouring of an Imperial planet by Biel-Tann Craftworld. Army lists based on this background will be provided for Eldar, Guard (Death Korps of Krieg), Marines (a 'non-Codex' Chapter, not sure which yet!) and Orks (Feral or 'savage' Orks, in this case). This mirrors the format used in the Epic: Armageddon rulebook itself, and will set the template for the way that we go about bringing out Epic supplements in future.*

Q: When will the other armies be released?

A: *Plans are for new armies to be released in yearly increments. The current order for release is Eldar in early 2005, Chaos in 2006 and then Necrons in 2007.*

Q: Does that mean I'll have to wait years before I can play my favourite army?

A: *If you already have figures for Eldar, Chaos or Tyranid armies from a previous version of Epic, you can start playing right away by visiting the Epic Playtesters Vault at www.epic-battles.com. There are already working versions of Tyranid, Eldar, Chaos, Necron and Tau army lists that you can use right now, plus several variant army lists you can try out too.*

Q: What are your future plans for Epic?

A: *My long term (and, it has to be said, rather grandiose) plans for Epic are to create a 'family' of games that use a common set of Epic miniatures. Each would be separate games using the same miniatures. The three games I'd like to make are:*

Epic: Grand Tactical Combat in the 41st Millennia.

Adeptus Titanicus: Titan vs Titan battles.

Air War: Squadron level aerial combat in the 41st Millenia.

Epic, as you'll have realised, is now a reality! I produced Epic first mainly out of necessity – there are lots of players with Epic armies out there, and I wanted to cater for the players that own them first of all. Adeptus Titanicus and Air War will follow later as and when we get the time to make them.

I love aerial combat games, and have been playing them in one form or another for almost 30 years now, so the thought of being able to do my own game on the subject has a lot of appeal, and that means I want to write it myself. I'm hoping to get some test rules up in the Vault if I can, but don't hold your breath! Why squadron level? Well, one of the things I've learned reading about aerial combat in real-life is that while Hollywood may fixate on aces and one-on-one combats, the reality was that it was the best trained squadrons of aircraft that usually won. The 'lone wolf' ace was something that was really only seen early in WW1, and by 1917 all of the early lone wolves were either dead or had learned that they needed to act as part of a team. The art of aerial combat at the tactical level then is not how well you can fly your plane, but how well you and the rest of your comrades can act as a team to defeat the enemy. So far no aerial combat game has really captured this, but it's what I'd like my game to reflect, if at all possible.

With regard to Adeptus Titanicus, I think that Gavin Thorpe's Adeptus Titanicus II rules (available as a download from the Epic website) really only need an update and some more development work to get them to a finished state. As with Air War, I hope to get an updated version of the ATII rules up on the vault some time or another soon. Once the rules are up, we can start to test and develop them as we have the Epic rules and army lists just as we did with Epic.

BATTLE FOR JUNCTION 25

15.30.07 - Alien formation approaching our position. Force Actaeon preparing to engage
15.30.09 - Force Citus moving forward in support of Actaeon. Aliens have been sighted and engaged
15.30.10 - Aliens are preparing to assault. Force ratio 3 to 1 in their favour. They will be exterminated...
15.30.12 - In the name of the Emperor - ATTACK!

On the following pages we'll run through an extended example of play covering a whole game turn. Hopefully, this along with the Designers Notes and FAQ should answer almost all of the questions players may have about details of how the Epic rules work.

Our example focuses on a fight between an Ork warband and two detachments of Space Marines as they struggle to control a vital road junction. All three formations were selected using the Grand Tournament army lists (see section 6.0), but the the Ork warband (Gogard's Boyz) and the Devestator detachment have both taken casualties that has reduced their starting strength.

At the start of the turn, the three formations are deployed as shown on the accompanying map and have the following units:

Gogard's Boyz:
2 Nobz, one including the Warlord character upgrade, plus 1 Stormboy, 6 Boyz, 2 Grots, 3 Stompas, and 9 Gunwagons. The Nobz and Boyz are being transported in the Gunwagons, but the Grots and Stormboyz are on foot.

Force Actaeon:
3 x Devastator stands, one including a Space Marine Captain character upgrade.

Force Citus:

4 x Land Raider

A Note On The Models Used: This example of play was written before many of the new models we have made for Epic: Armageddon were available, and so we have used models from our collection for the previous version of the game. Because of this, some of the models you will see in the pictures accompanying this example of play will differ slightly from those in the current Epic range.

1. Strategy Phase

Both players roll a D6 and add their strategy rating to the roll. The Space Marines have a strategy rating of 5 (see 5.1.2) and roll a 4, giving a total of 9. The Orks have a strategy rating of 3 (see 5.5.3), and also roll a 4, giving a total of 7. The Space Marine player has rolled higher and so may choose to go first or second in the action phase. He decides to go first.

2. Action Phase

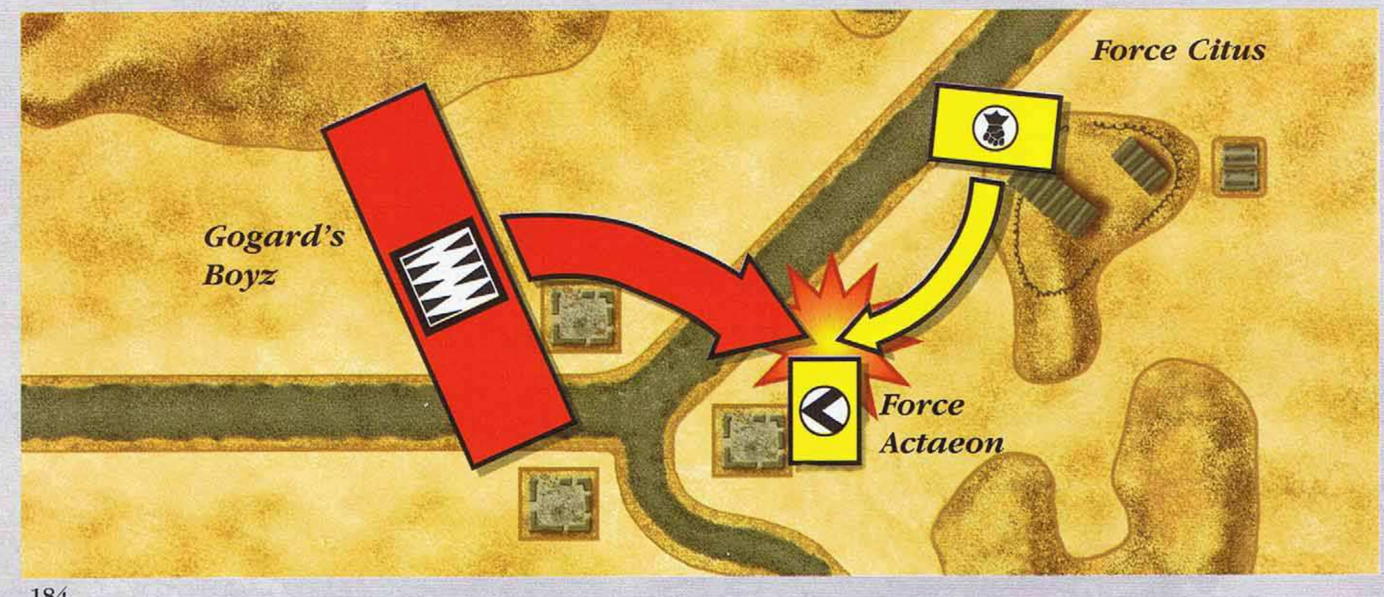
The Space Marine player won the strategy roll and elected to go first, so he must pick one of his formations to take an action with. Remember thatyou can only 'pass' if all your formations have taken an action. The Space Marine player wants to use his Land Raiders to inflict as much damage as possible before the Orks get to act, so he selects Force Citus as the formation that will take the first action of the turn.

2.A Force Citus's Action

Before taking the action test for Force Citus, the Space Marine player must choose which action to take. He decides to take an advance action, as this will allow the Land Raiders to make a single move so they can get in position to support Force Actaeon, and still shoot reasonably effectively at the Orks after they have made the move (see 1.6.1).

The Space Marine player must now take an action test to see if the Land Raiders carry out this action effectively. Space Marines have an initiative value of 1+ (see 5.1.2), and as they have no Blast markers on the formation, no modifiers apply to this roll. This means that the Space Marine player needs to roll a 1 or more on a D6 to carry out the action, so he doesn't bother rolling as he will automatically succeed.

The Land Raiders can make a single move as part of their Advance action. Land Raiders have a speed of 25cm, and so each Land Raider in the formation is allowed to move up to this distance. The Land Raiders move up beside Force Actaeon, as shown on the map. The Space Marine player makes sure that all of the Land Raiders are within 15cms of a unit from Force Actaeon, so they can support them in the likely event that the Orks assault (see 1.12.6).



After they have made their move, the Land Raiders are allowed to shoot. First the Space Marine player must pick which enemy formation he wants to shoot at (see 1.9.1). In this case the choice is easy as there is only one Ork formation to choose from, so the Space Marine player declares that the Land Raiders will shoot at Gogard's Boyz.

Next, he must check to see which of his Land Raiders can shoot; only those that have weapons that are in range and which have an unblocked line of fire will be able to shoot (see 1.9.2) The Land Raiders are armed with twin lascannon and twin heavy bolters that have ranges of 45cm and 30cm respectively. Fortunately for the Space Marines, all of these weapon are in range of at least one unit that they can affect in the Ork warband, and as the Ork warband is out in the open, none of the lines of fire from the Land Raiders are blocked. This means that all four Land Raiders can shoot with all of their weapons.

Before shooting, the Space Marine player places a Blast marker on the Orks for 'coming under fire' (see 1.9.4). Next he rolls to hit. The Land Raiders' lascannon have a firepower of AT4+, which means they will hit armoured vehicles on a roll of 4 or more but can't harm infantry, while the Land Raiders' heavy bolters have a firepower of AP4+, which means they will hit infantry on a roll of 4 or more but can't harm armoured vehicles (1.1.3 & 1.9.5). Fortunately for the Space Marines, the Ork warband includes both armoured vehicles and infantry targets, so all the weapons can fire.

The Space Marine player decides to use his lascannon first. Each of the four Land Raiders have two of these weapons, so the Space Marine player rolls eight D6 'to hit'. No modifiers apply to the dice roll (see 1.9.5). The Space Marine player rolls 1, 2, 2, 3, 4, 5, 5, 6. Four of the rolls equal or beat the to hit value of the lascannon, so four hits are scored on armoured vehicles in the Ork warband. Next, the Space Marine player rolls for the Land Raider's heavy bolters. Each vehicle has one of these weapons, so four dice are rolled to hit. Again, no modifiers apply. The Space Marine player rolls 1, 3, 4, 6, scoring two hits on infantry targets in the Ork formation.

Next the hits must be allocated to units in the Ork warband. Hits are allocated from the front to the back of a formation. The Ork player is aware of this and has positioned his Grots and Stompas at the front to 'soak up' hits, as the Grots will not be missed if lost, and the Stompa has thick, reinforced armour. The two hits from the heavy bolters are allocated against infantry units first, so the two Grot units at the front are allocated one hit each. They don't have a save, so they are eliminated, but Ork formations don't receive Blast markers for Grot casualties, so no extra Blast markers are placed on the Ork formation (see 1.9.6 and the Grot datsheet in section 5.5.3).

The four lascannon hits are allocated next, one to each of the Stompas at the front, and one to one of the Gunwagons just behind them. The Stompas receive a 4+ reinforced armour save, which means they must roll a 4+ to avoid damage and are allowed a re-roll if the first save is failed unless they are hit by a macro-weapon (see 2.1.11). The Ork player makes three saving throws, but rolls 1, 1, 2 and fails all three! Fortunately, the lascannon are not macro-weapons, so he gets a re-roll, but still only manages 3, 3, 4. Only one of the Stompas makes it save, so two are destroyed and two Blast markers are placed on the Ork warband. Finally, the Ork player tries to save the Gunwagon that was hit. Gunwagons have a 5+ save, but don't have reinforced armour and so don't get a re-roll, but the Ork player rolls a 6 and saves the Gunwagon anyway.

The Ork warband now has a total of three Blast markers: one for coming under fire from the Land Raiders, and two for the Stompas that were lost. However there are still nineteen units left in the warband, so it is far from broken (see 1.3 and 1.9.7).

The shooting concludes the Space Marine's action, and the Space Marine player must now decide if he wishes to try to retain the initiative or hand it to his opponent (see 1.6.3). He decides to try to retain the initiative in order to act with his other formation before the Ork warband can take its own action.

2.B Force Actaeon's Action

The Space Marine player decides to take a sustained fire action with Force Actaeon in order to receive the +1 to hit modifier for their shooting attacks (see1.6.1). Having declared his action, the Space Marine player must pass an action test to carry it out. In this case, there is a chance of failure, as the Space Marines suffer a -1 modifier for trying to retain the initiative (see 1.6.3). The Space Marine player rolls a '1', which is modified down to 0 by the -1 modifier. This is less than the formation's iniative value of 1+, and means that the Force Actaeon has failed the test, so they receive a Blast marker and must take a Hold action rather than their chosen action (see 1.6.2).

Hold allows a formation to either move, shoot, or regroup, but no more than one thing can be carried out. The Space Marine player decides to shoot at the Orks.The Space Marines are all within range and have a line of fire to the Orks, but the formation has one Blast marker. This would normally result in one unit being suppressed and unable to fire (see 1.3 and 1.9.2) but the 'They Shall Know No Fear' special rule that applies to Space Marines means that it takes two Blast markers to suppress each Space Marine unit (see 5.1.1). With only one Blast marker on the formation, none of the units will be suppressed.

The Orks receive another Blast marker for 'coming under fire', and then the three Devastator units shoot. Devastators are armed with 2 x Missile Launchers, which have a firepower of AP5+/AT6+ each. As the weapon has a split firepower, the Space Marine player must choose if he wishes to use the AP or AT value when he shoots, he can't use both. The Marine player decides to use the AT value, as there is only one infantry target left in the Ork formation (all the rest of the infantry are being transported by the Gunwagons).

The Space Marine player rolls 6D6 (two for each stand) and gets 1, 2, 3, 4, 5, 6, scoring a single hit that is allocated to the sole remaining Stompa in the Ork formation. Much to the Ork player's relief he rolls a 4 for the Stompa's save and makes his saving roll. This means that the sole effect of Force Actaeon's action was to place a single Blast marker on the Ork warband. This means they have four Blast markers in total, but with nineteen units still in play they are still far from being broken.

As the Space Marine player has already just tried to retain the initiative he is not allowed to do so a second time in a row and must hand the initiative to the Orks. In any case, both Space Marine formations have now taken their action for the turn, so the Space Marines cannot take any further actions this turn.

2.C Gogard's Boyz Action

With a mighty Waaagh the Ork player makes it clear that his warband is going to take an engage action, which will allow it to make a charge move and then fight an assault. Ork formations have an initiative of 3+, but receive a +2 modifier when taking engage or double actions, which normally means they carry them out automatically (see 5.5.2).

However in this case the Ork formation has one or more Blast markers and suffers a -1 modifier. With the fateful words "Anything but a 1 then...", the Ork player goes ahead and manages to roll a 1. Normally, this would result in the Orks having to take a hold action. However, the Ork army includes a Warlord, who as a Supreme Commander is allowed to re-roll one initiative test per turn. Murmuring a prayer to Mork and Gork, the Ork player re-rolls the dice and scores a 5 – the attack is back on!

The first thing the Ork player must do is declare which enemy formation he is going to engage. Normally, you can only pick one enemy formation, but in this case one of the Land Raiders is within 5cms of a Devastator stand. This means that the two formations count as being 'intermingled' (see 1.12.10), and so both can be engaged as if they were a single formation. The Ork player decides to take this option, and engages both Force Actaeon and Force Citus with his warband.

The engage action allows the Orks to make a single charge move. Charge moves allow units to enter the 5cm 'zone of control' around enemy units belonging to a formation that they are engaging, as long as they 'charge' into base contact with the unit whose zone of control was entered (see 1.7.3). Once a unit has been charged, it loses its zone of control, allowing other charging units to get past it and attack other units further back. Up to two units can move into contact with each defender (see 1.12.3).The situation after the charge move is shown on the accompanying map. Note that the Orks who were being transported on the Ork Gunwagons have disembarked after the Gunwagon made its charge move in order to allow them to fight in the assault (see 1.7). Also note that the Stompa with its move of 15cms has been left behind by the fast moving Battlewagons and Stormboyz.

With the charge move complete, it is time to fight the assault. Normally, the Space Marines would be allowed to make a counter-charge (see 1.12.4) but as all of their units are in base contact with the enemy this is not possible. In an assault units, fight with their close combat value if they are in base contact with the enemy, or with their firefight value if they are within 15cms of the enemy and not in base contact. Usually a D6 is rolled to hit per unit, unless the unit is a war engine (see 3.3.2) or has Extra Attacks (see 2.2.3).

The Space Marine player rolls first, although no casualties will be inflicted until after the Ork units have had their attacks, so everybody will get to fight (see 1.12.5). All of the Space Marines have been contacted, so all must use their close combat value. The Devastators have a close combat value of 5+, and the Land Raiders have a close combat value of 6+. In addition, the Space Marine Captain is armed with a set of power weapons, which gives him one extra attack with the macro-weapon ability (see 2.2.3 and 2.2.6).

The Land Raiders go first. Four dice are rolled (one per Land Raider) requiring 6s. The Space Marine player rolls 2, 3, 4, 5, and scores no hits.The Devastators go next. They roll three dice (one per stand) requiring 5s. They score 1, 4, 5 and score one hit. Finally, the Captain makes his extra attack. He is part of a Devastator stand so he requires a 5+, and rolls a 6, scoring a hit with the macro-weapon ability (ie, no save unless you have reinforced armour).

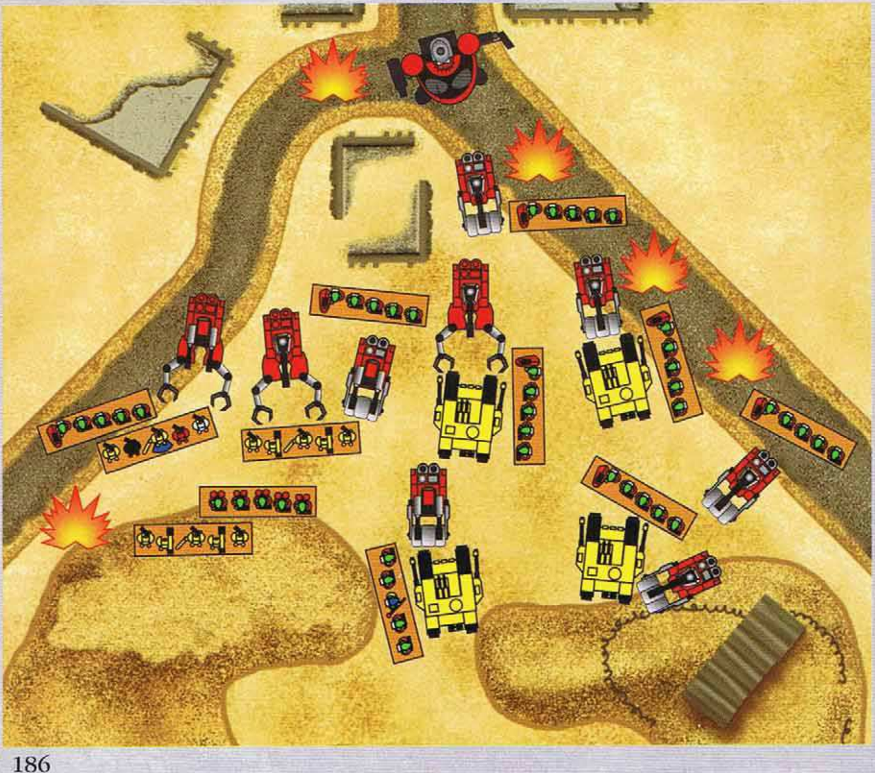
The hits inflicted by the Space Marines are allocated by the Ork player, who then makes any saving throws. Hits must be allocated against units in base contact with the enemy first, and then on units within 15cms of an attacker. The hit inflicted by the Devastators is allocated to a Boyz stand in contact with one of the Devastator units. The Boyz have a 6+ save, but roll a 3 and are killed. The Captain's hit is allocated after any normal hits, and must be allocated to a unit 'in range' of the macro-weapon, which is base contact in this case (see 2.2.6). The Ork player allocates the hit to the Gunwagon attacking the Captain's stand; the Gunwagon does not have reinforced armour and so is destroyed by the Captain's macro-weapon attack. The two destroyed Ork units are flipped on their side, to show they have been destroyed, though they will still get their attacks.

The Orks now attack back. They have two Nobz stands (one with the Warlord), three Boyz and seven Gunwagons in base contact with the Marines, and three Boyz, two Gunwagons and the Stompa within 15cms of a Space Marine unit. The Nobz and the Warlord go first. They have seven attacks (three Nobz units with an extra attack each, plus one more extra attack from the Warlord that has the macro-weapon ability), and a close combat value of 3+. The Ork player rolls six dice for the Nobz, scoring 1, 2, 3, 4, 5, 6, and therefore inflicts four hits. The Warlord rolls a 3 and hits with his macro-weapon.

Next, the Ork player rolls for the Gunwagons and Boyz in base contact with the Space Marines. The three Boyz requires 4+ to hit in close combat, and the seven Gunwagons require a 5+. Between them they score four hits.

Next the Ork player rolls for the units that are using their firefight values. The three Boyz require a 6+, the two Gunwagons require a 5+, and the Stompa requires a 4+. Between them they score another two hits.

The 10 'normal' hits are allocated first. The Space Marine player allocates one hit to each unit, leaving three hits left over. He allocates the left-over hits to the Land Raiders, as their reinforced armour gives them a re-roll should they fail the save the first time round, which leaves three hits on the Devastator stands. All three Devastaors



make their saves, but three of the Land Raiders fail their saves (even with the re-roll) and are destroyed. This leaves the hit inflicted by the Ork Warlord. The Warlord charged the Land Raiders, and so the hit must be allocated against the single remaining Land Raider unit, as it is the only unit within range of the attack (see 2.2.6). As the Land Raider has reinforced armour it is allowed to make a save, but the Space Marine player rolls a 1, so the remaining Land Raider is destroyed!

It is now time to work out the result of the combat. Each player rolls 2D6, and adds any applicable modifiers from the modifiers chart (see 1.12.7) to the score of the single highest dice roll. The Space Marine player rolls a 2 and a 5. He uses the 5, and adds +2 for the two casualties he inflicted, and another +1 for having less Blast markers than the Orks. This gives the Space Marines a total of 8.

The Orks roll a 4 and a 3. They use the roll of 4, and add +4 for the four Land Raiders they destroyed, and +2 for having more than twice as many units left as the Marines at the end of the assault. This gives the Orks a total of 10.

The Orks have beaten the Space Marines by a score of 10 to 8. This means that the Space Marines are broken and suffer another hit, because they lost by two points (see 1.12.8). There is no save against this additional hit, so one of the Space Marine Devastators is lost. The two remaining Devastators are broken, and must withdraw by making up to two moves. All of the Blast markers are removed from the Space Marine formation, which is given a broken formation marker instead to show they are broken. They then pull back just far enough to ensure they are not within 15cms of the Ork warband after the move, as shown on the accompanying map.

The Orks receive two more Blast markers, one for each casualty they suffered in the assault, bringing their total to 6. Finally, the Orks are allowed to make a 5cm 'consolidation move, which they use to occupy the buildings round the crossroads. This ends the Orks action. As all of the formations have taken an action, the action phase is over.

3. End Phase

Formations are allowed to try to rally in the end phase. The Space Marine player has the higher strategy rating, and is allowed to try to rally a formation first (see 1.14.1). The only formation he has left is Force Actaeon, so he tries to rally them. In order to do so, he must pass a rally test by rolling equal to or greater than the formation's initiative rating on a D6. Space Marine formations have an initiative value of 1+, but Force Actaeon has a -2 modifier for being broken, and a -1 modifier because the Orks are within 30cms. This means they require a 4+ to rally. The Space Marine player rolls a 6, and Force Actaeon rallies.

When a broken formation rallies it normally receives a number of Blast markers equal to half the units in the formation. However the 'They Shall Know No Fear' rules state that Space Marines receive a number of Blast markers equal to the number of units in the formation instead. There are two units left in Force Actaeon, so it receives two Blast markers. However, the detachment still has its Captain, who has the Leader ability. Leaders allow a formation to remove an extra Blast marker (see 2.1.8), so the number of Blast markers on the Marines is reduced from two to one.

Although the Orks aren't broken, they may still try torally in order to remove Blast markers. The Orks have an initiative of 3+. They suffer a -1 modifier because of the (now) unbroken Space Marines being within 30cms, but receive a +2 modifier for having over ten units thanks to the 'Mob Rule' special rule (see 5.5). The Ork player also rolls a 6. This means that the Orks rally and are allowed to remove half of the Blast markers on the formation. This reduces the number of Blast markers on the Orks from six to three. In addition the formation has two Nobz units, both with the leader ability (see 2.1.8). Each is allowed to remove one Blast marker when the formation rallies, reducing the number of Blast markers on the Orks from three down to one.

Finally, the players check the scenario's victory conditions. These have not yet been achieved (the Orks need to hold the crossroads for a turn with no enemy within 15cms for a full turn), so a new turn is started. The Space Marines will receive reinforcements next turn, so they still have a chance to win!

REFERENCE SHEETS

This section of the Epic rules includes reference sheets for each or the armies covered in the rulebook, plus a playsheet that groups all of the game tables together into one place. Although not really a substitute for the full rules or datasheets, experienced players will be able to get by with just the reference sheets ninty-nine percent of the time. Should you find a discrepancy between the reference sheet and the rules, then the rules always take precedence. The following abbreviations are use on the reference sheets:

AC - Aircraft
AV - Armoured Vehicle
CH - Character
INF - Infantry
LV - Light Vehicle
SC - Spacecraft
CC - Close Combat
FF - Firefight
BP - Barrage Points
+1A - +1 Extra Attack
FxF - Fixed Forward Arc
FwA - Forward Fire Arc
RrA - Rear Fire Arc
Ind - Indirect Fire
MW - Macro-weapon
Slw - Slow-firing
TK - Titan Killer
DC - Damage Capacity
Crit - Critical Damage
Sh - Shields

IMPERIAL NAVY REFERENCE SHEET

STRATEGY RATING n/a **INITIATIVE 2+**

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Emperor Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	*Slow and Steady*
Lunar Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	
						Pin-Point Attack	n/a	MW2+, TK (D3)	
Thunderbolt Fighter	AC	Fighter Bomber	6+	n/a	n/a	Storm Bolters	15cm	AP4+/AA5+, FxF	
						Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	
Marauder Bomber	AC	Bomber	4+	n/a	n/a	2 x Twin Heavy Bolters	15cm	AA5+	
						Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Bomb Racks	15cm	2BP, FxF	

TITAN LEGION REFERENCE SHEET

STRATEGY RATING n/a **INITIATIVE 1+**

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Warlord Titan	WE	15cm	4+	2+	3+	2 x Turbo-Laser Destructors	45cm	4 x AP5+/AT3+, FxF	*Fearless. Reinforced*
						Gatling Blaster	45cm	4 x AP5+/AT3+, FwA	*Armour. Thick Rear*
						Volcano Cannon	90cm	MW2+, TK(D3), FwA	*Armour, Walker, DC 8, 6 Sh*
Reaver Titan	WE	20cm	4+	3+	3+	2 x Turbo-Laser Destructors	45cm	4 x AP5+/AT3+, FwA	*Fearless, Reinforced*
						Rocket Launcher	60cm	2BP, FxF	*Armour. Walker. DC 6. 4 Sh*
Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter	45cm	4 x AP3+/AT5+, FwA	*Fearless. Reinforced*
						Plasma Blastgun	45cm	2 x MW2+, Slw, FwA	*Armour, Walker, DC 3, 2 Sh*

SPACE MARINE REFERENCE SHEET

STRATEGY RATING 5 **INITIATIVE 1+**

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commander	CH	n/a	n/a	n/a	n/a	Power Weapon Smite	Base contact 15cm	Assault Wpn, MW, +1A Small Arms, MW, +1A	*Inv. Save, Leader.* Captain=Commander Librarian=Smite, Chaplain=Inspiring Sup. Comm.=Sup. Comm
Terminators	INF	15cm	4+	3+	3+	Storm Bolter 2 x Assault Cannon Power Weapons	15cm 30cm base contact	Small Arms AP5+/AT5+ Assault Wpn, MW, +1A	*Reinforced Armour, Teleport, Thick Rear Armour*
Tactical	INF	15cm	4+	4+	4+	Bolters Missile Launcher	15cm 45cm	Small Arms AP5+/AT6+	
Assault	INF	30cm	4+	3+	5+	Bolt Pistol Chainsword	15cm base contact	Small Arms Assault Weapon	*Jump Packs*
Devastator	INF	15cm	4+	5+	3+	2 x Missile Launcher	45cm	AP5+/AT6+	
Scouts	INF	15cm	5+	4+	5+	Shotgun Heavy Bolter	15cm 30cm	Small Arms AP5+	*Scouts* *Infiltrators*
Dreadnought	AV	15cm	4+	4+	4+	Missile Launcher Twin Lascannon OR Power Fist Assault Cannon	45cm 45cm base contact 30cm	AP5+/AT6+ AT4+ Assault Wpn, MW, +1A AP5+/AT5+	*Walker*
Bike	INF	35cm	4+	3+	4+	Bolt Pistol Chainsword	15cm base contact	Small Arms Assault Weapon	*Mounted*
Attack Bike	LV	30cm	4+	5+	4+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+ or Small Arms, MW	*Skimmer, Scout*
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+	*Skimmer* *Scout*
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile Heavy Bolter	45cm 30cm	AP3+/AT5+ AP5+	*Skimmer* *Scout*
Vindicator	AV	20cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Indiect Fire	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Land Raider	AV	25cm	4+	6+	5+	2 x Twin Lascannon Heavy Bolter	45cm 30cm	AT4+ AP4+	*Reinforced Armour* *Thick Rear Armour* *Transport (1 or 2)*
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	15cm	Small Arms	*Transport (2)*
Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ AT4+	*Transport (1)*
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon 2 x Lascannon	45cm 45cm	AT4+ AT5+	
Predator Destructor	AV	30cm	4+	6+	5+	Autocannon 2 x Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP	*Transport (20)*
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP	*Transport (60)*
Landing Craft	WE	Bomber	4+	5+	3+	2 x Twin Lascannon 3 x Twin Heavy Bolter Storm Bolter	45cm 15cm 15cm	AT4+ AP4+/AA5+ Small Arms	*Planetfall* *Reinforced Armour* *Fearless, Transport*
Thunderhawk	WE/A	Bomber	4+	6+	4+	Battle Cannon 2 x Twin Heavy Bolter 1 x Twin Heavy Bolter 1 x Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Right Arc AP4+/AA5+, Left Arc	*Planetfall* *Transport* *DC 2, Crit - see datasheet* *Reinforced Armour*
Drop Pod	AV	Immobile	5+	none	none	Deathwind	15cm	AP5+/AT5+, one shot	*See datasheet for rules*

IMPERIAL GUARD REFERENCE SHEET

STRATEGY RATING 2 INITIATIVE 2+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Supreme Commander	INF	15-cm	5+	4+	5+	Lasgun	15cm	Small Arms	*Supreme Commander*
						Power Weapons	base contact	Assault Wpn, MW, +1A	
						Autocannon	45cm	AP5+/AT6+	
Commander	INF	15cm	6+	5+	5+	Lasgun	15cm	Small Arms	*Commander*
						Chainsword	base contact	Assault weapons	
						Autocannon	45cm	AP5+/AT6+	
Commissar	CH	n/a	n/a	n/a	n/a	Power weapons	base contact	Assault Wpn, MW, +1A	*Leader, Fearless, Inspiring*
Infantry	INF	15cm	none	5+	4+	Lasguns	15cm	Small Arms	One autocannon per two units-
						Autocannon	45cm	AP5+/AT6+	
Support squad	INF	15cm	none	6+	5+	2 x Autocannon	45cm	AP5+/AT6+	
Stormtroopers	INF	15cm	5+	5+	4+	Hellguns	15cm	Small Arms	*Scout*
						Plasma guns	15cm	AP5+/AT5+	
Ogryns	INF	15cm	3+	4+	5+	Ripper guns	15cm	Small Arms	
						Ogryn Combat Weapons	base contact	Assault Wpn, MW, +1A	
Snipers	INF	15cm	none	6+	5+	Sniper Rifles	30cm	AP5	*Sniper, Scouts*
Rough Riders	INF	20cm	6+	4+	6+	Laspistol	15cm	Small arms	*Mounted, Scouts*
						Chainswords	base contact	Assault weapon	*Infiltrators*
						Power lance	base contact	Assault Wpn, First Strike, +1A	
Valkyrie	AV	35cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Transport (2)*
						2 x Heavy Bolter	30cm	AP5+	*Skimmer, Scout*
						2 x Rocket Pod	30cm	1BP, Disrupt,One Shot	
Vulture	AV	35cm	5+	6+	5+	Heavy Bolter	30cm	AP5+	*Skimmer, Scout*
						Twin Autocannon	45cm	AP4+/AT5+	
						2 x Hellstrike	120cm	AT2+, One shot	
Chimera	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Transport (2)*
						Heavy Bolter	30cm	AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, Ignore Cover	
						Heavy Bolter	30cm	AP5+	
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+, AT6+	*Walker, Scout*
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+	*Reinforced Armour*
						Lascannon	45cm	AT5+	
						2 x Heavy Bolter	30cm	AP5+	
Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	*Reinforced Armour*
						Lascannon	45cm	AT5+	
						2 x Plasma Cannon	30cm	AP4+/AT4+, Slow Firing	
Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher	75cm	AP4+/AT2+	*Reinforced Armour*
						Lascannon	45cm	AT5+	
						2 x Heavy Bolter	30cm	AP5+	
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar	30cm	1BP, Indirect Fire	
						Heavy Bolter	30cm	AP5+	
Basilisk	AV	20cm	5+	6+	5+	Earthshaker	120cm	AP4+/AT4+ or 1BP, Ind	*Normal Shot or Barrage*
						Heavy Bolter	30cm	AP5+	
Bombard	AV	20cm	6+	6+	5+	Siege Mortar	45cm	2BP, Ignore Cover, Slw, Ind.	
						Heavy Bolter	30cm	AP5+	
Manticore	AV	20cm	6+	6+	5+	Rocket Launcher	150cm	2BP, Slw, Disrupt, Ind	
						Heavy Bolter	30cm	AP5+	
Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile	Unlimited	MW2+, One Shot, TK (D6)	*No line of fire required*
						Heavy Bolter	30cm	AP5+	
Hydra	AV	30cm	6+	6+	5+	2 x Hydra	45cm	AP4+/AT5+/AA5+	
						Heavy Bolter	30cm	AP5+	
Baneblade	WE	15cm	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+	*Reinforced Armour*
						Autocannon	45cm	AP5+/AT6+	*DC3, Critical=See datasheet*
						Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover, FxF	
						Heavy Bolter	30cm	AP5+	
						2 x Lascannon	45cm	AT5+	
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon	90cm	MW2+, Titan Killer (D3)	*Reinforced Armour*
						2 x Heavy Bolter	30cm	AP5+	*DC3, Critical= See datasheet*

ORK REFERENCE SHEET

STRATEGY RATING 3 **INITIATIVE 3+**

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Warlord	CH	n/a	n/a	n/a	n/a	Big Choppas	base contact	Assault wpn, MW, +1A	*Supreme Commander*
Oddboyz	CH	n/a	n/a	n/a	n/a	Supa-Zzap-Gun	60cm	MW3+, TK	
						OR Scoopagun	60cm	2BP, MW	
Nobz	INF	15cm	4+	3+	5+	Shootas	15cm	Small Arms	*Leader*
						2 x Big Shootas	30cm	AP6+, AT6+	
						Big Choppas	base contact	Assault wpn, +1A	
Boyz	INF	15cm	6+	4+	6+	Shootas	15cm	Small Arms	
						Choppas	base contact	Assault Weapon	
						Big Shootas	30cm	AP6+, AT6+	
Grotz	INF	15cm	none	6+	6+	Shootas	15cm	Small Arms	No BM if killed
Stormboyz	INF	30cm	6+	4+	6+	Shootas	15cm	Small Arms	*Jump Packs, Scouts*
						Choppas	base contact	Assault Weapon	
Kommandos	INF	15cm	6+	4+	6+	Shootas	15cm	Small Arms	Scouts, Infiltrators
						Choppas	base contact	Assault Weapon,	
						Big Shootas	30cm	AP5+, AT6+	
Warbikes	INF	35cm	5+	4+	6+	Twin Sawn Off Big Shootas	15cm	AP5+/AT6+	*Mounted*
Warbuggies/Wartraks	LV	35cm	5+	5+	5+	Twin Big Shootas	30cm	AP5+/AT5+	
Skorcha	LV	35cm	5+	6+	4+	Skorcha	15cm	AP4+, Ignore Cover	
Deth Kopta	LV	35cm	4+	6+	5+	Twin Big Shootas	30cm	AP5+/AT6+	*Skimmer*
Battlewagonz	AV	30cm	5+	6+	5+	2 x Twin Big Shootas	30cm	AP5+, AT6+	*Transport (2+1 Grot)*
Gunwagonz	AV	30cm	5+	5+	5+	Big Gun	45cm	AP5+, AT5+	*Transport (1)*
Flakwagonz	AV	30cm	5+	5+	5+	Flak Gun	30cm	2 x AP5+/AT5+/AA6+	*Transport (1)*
Battlefortress	WE	30cm	4+	4+	4+	4 x Twin Big Shootas	30cm	AP5+, AT6+	*Transport (8+4 Grots)*
						Big Gun	45cm	AP5+, AT5+	DC3, Crit = See datasheet
Gunfortress	WE	30cm	4+	4+	4+	5 x Twin Big Shootas	30cm	AP5+, AT6+	*Transport (4+4 Grots)*
						3 x Big Guns	45cm	AP5+, AT5+	DC3, Crit = See datasheet
Killa Kan	AV	15cm	5+	5+	6+	Big Shootas	30cm	AP6+, AT6+	*Walker*
						Kombat Klaws	base contact	Assault wpn, MW, +1A	
Dreadnought	AV	15cm	4+	4+	5+	2 x Big Shootas	30cm	AP6+, AT6+	*Walker*
						Kombat Klaws	base contact	Assault wpn, MW, +1A	
Big Gunz	INF	10cm	none	6+	5+	Big Twin Gun	45cm	AP5+, AT5+	
Supa Stompa	AV	15cm	4+	4+	4+	Gaze of Mork	30cm	MW4+, TK	*Reinforced Armour, Fearless*
						2-3 x Soopaguns	60cm	2BP, MW, FxF	Walker
						0-1 x Mega-choppa	45cm	AP5+/AT5+, FxF OR	DC4, D3 Power Fields
							base contact	Assault wpn, TK (D3) +1A	Crit = See datasheet
Stompa	AV	15cm	4+	4+	4+	2-3 x Big Guns	45cm	AP5+, AT5+	*Reinforced Armour, Walker*
						0-1 x Kombat 'Ammer	30cm	AP5+, AT6+ OR	
							base contact	Assault wpn, MW, +1A	
Ork Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	*Reinforced Armour, Fearless*
						2-3 x Soopaguns	60cm	2BP, MW, FxF	Walker, DC8, D3+3 Power
						0-1 x Supa-Zzap-Gun	60cm	MW3+, TK (D3) FxF	Fields, Crit = See datasheet
						0-1 x Mega-choppa	45cm	AP5+/AT5+, FXF	
							base contact	Assault WPN, TK (D3), +1A	
Ork Great Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	*Reinforced Armour, Fearless*
						2 x Big Guns	45cm	AP5+, AT5+	Walker, DC12, D6+6 Power
						1 x Soopaguns	60cm	2BP, MW, FxF	Fields, Crit = See datasheet
						1-2 x Twin Soopaguns	60cm	3BP, MW, FxF	
						0-1 x Lifta-Droppa	45cm	AP5+/AT5+, FxF OR	
							base contact	Assault Wpn, TK (D3), +1A	
Fighta Bommerz	AC	Fighter Bomber	6+	n/a	n/a	Heavy Shootas	15cm	AP5+/AA5+	
						Tankbusta Rokkits	30cm	AT4+	
Landa	WE-AC	Bomber	5+	6+	4+	Gun Turrets	15cm	D6+3 x AP5+/AA6+	*Planetfall, Transport (10)*
						2 x Tankbusta Rokkits	30cm	AT4+, FxF	*Reinforced Armour, DC3*
Kill Kroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+1BP	
Battlekroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+3BP	*Slow and Steady*

EPIC GAME REFERENCE SHEET

Sequence Of Play

I – Strategy Phase: Strategy roll for first action
II – Action Phase: Carry out actions with formations
III – End Phase: Rally and check victory considitons

Blast Marker Table

Blast Markers	*Result*	*Effect*
Each Blast Marker	Unit *Suppressed*	May not shoot
One BM per unit	Formation *Broken*	Withdraw

Actions

Advance: One move, then shoot
Engage: One charge move, then assault
Double: Two moves, then shoot with -1 to hit
March: Three moves, may not shoot
Marshal: One move, or shoot with -1 to hit, then regroup
Overwatch: May shoot after opponent has moved
Sustained Fire: Shoot with +1 to hit
Hold: One move, or shoot, or regroup

Action Test Table

Formation has at least one Blast marker	-1
Formation is trying to retain the initiative-	1

Rally Test Modifiers

Formation is broken	-2
There are enemy units within 30cms	-1

To Hit Modifier Table

Target is in cover	-1
Attacker is carrying out a double or marshal action	-1
Attacker is carrying out a sustained fire action	+1

Assault Modifiers

For each kill you have inflicted	+1
You have more units	+1
You have more than twice as many units	+1
Your formation has no Blast markers	+1
Enemy has more Blast markers	+1
Led by *inspiring* character	+1

Barrage Table

Barrage Points	*Extra Templates*	*Extra Blast Markers*	*To Hit Rolls*	
			AP	*AT*
1	None	None	6+	6+
2	None	None	5+	6+
3	None	None	4+	6+
4-5	One	None	4+	5+
6-7	One	One	4+	5+
8-9	Two	One	4+	5+
10-12	Two	Two	4+	5+
13-15	Two	Three	4+	5+
16-18	Two	Four	4+	5+

Terrain Effects Table

Terrain	*Infantry*	*Vehicle*	*War Engine*
Buildings	4+ Cover Save	Impassable	Impassable
Cliffs	Impassable	Impassable	Impassable
Fortifications	3+ Cover Save (see rules)	See rules	Impassable
Jungle	4+ Cover Save	Impassable	Dangerous
Marsh	6+ Cover Save, Dangerous	Dangerous	Dangerous
Open Ground, Hill Slopes	No Effect	No Effect	No Effect
River	6+ Cover Save, Dangerous	Impassable	No Effect
Roads	See rules	See rules	See rules
Ruins, Rubble	4+ Cover Save	Dangerous	Dangerous
Scrub	6+ Cover Save	No Effect	No Effect
Woods	5+ Cover Save	Dangerous	Dangerous

GALLERY

On this page you'll find a few examples of miniatures from various Epic gamers armies.

A Forgeworld Warhound Titan Painted by Rob Townsend

Imperial Guard Shadowsword painted by Gary Roach

Moriar the Chosen converted by Ulisse Razzini

White Scar Space Marine Terminators painted by Matt Keefe

Ork Artillery by Carl Woodrow

Paul Sawyer's converted Stormboyz

A Leman Russ squadron painted by Gary Roach

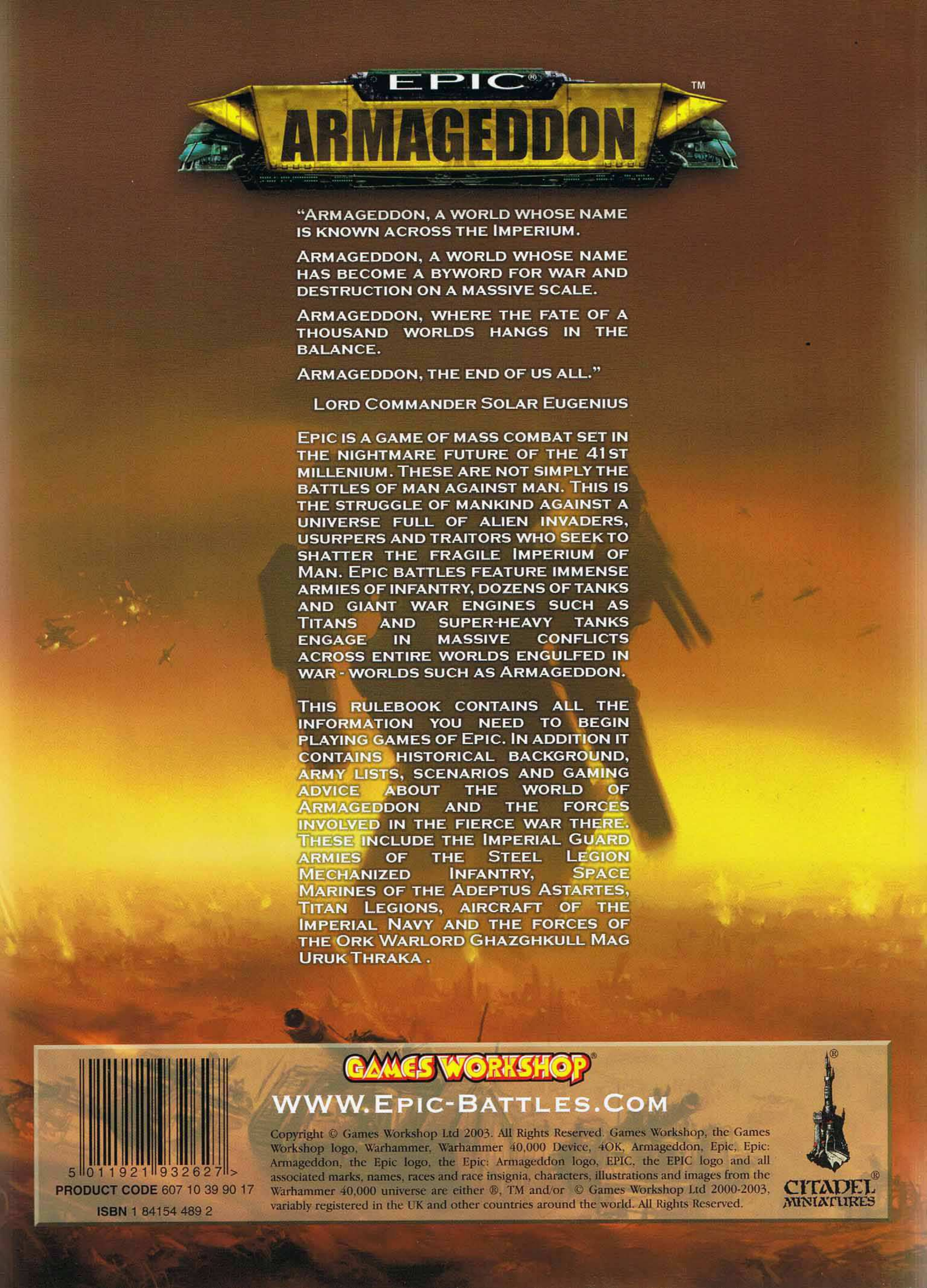
Aly Morrison's converted Rhinos

Ork Fighta Bommerz painted by Paul Sawyer

Andy Chamber's converted Battlewagons

A company of Baneblades from Forgeworld

Agis Naugebauer's Reaver Titan



EPIC® ARMAGEDDON™

> "ARMAGEDDON, A WORLD WHOSE NAME IS KNOWN ACROSS THE IMPERIUM.
>
> ARMAGEDDON, A WORLD WHOSE NAME HAS BECOME A BYWORD FOR WAR AND DESTRUCTION ON A MASSIVE SCALE.
>
> ARMAGEDDON, WHERE THE FATE OF A THOUSAND WORLDS HANGS IN THE BALANCE.
>
> ARMAGEDDON, THE END OF US ALL."
>
> LORD COMMANDER SOLAR EUGENIUS

EPIC IS A GAME OF MASS COMBAT SET IN THE NIGHTMARE FUTURE OF THE 41ST MILLENIUM. THESE ARE NOT SIMPLY THE BATTLES OF MAN AGAINST MAN. THIS IS THE STRUGGLE OF MANKIND AGAINST A UNIVERSE FULL OF ALIEN INVADERS, USURPERS AND TRAITORS WHO SEEK TO SHATTER THE FRAGILE IMPERIUM OF MAN. EPIC BATTLES FEATURE IMMENSE ARMIES OF INFANTRY, DOZENS OF TANKS AND GIANT WAR ENGINES SUCH AS TITANS AND SUPER-HEAVY TANKS ENGAGE IN MASSIVE CONFLICTS ACROSS ENTIRE WORLDS ENGULFED IN WAR - WORLDS SUCH AS ARMAGEDDON.

THIS RULEBOOK CONTAINS ALL THE INFORMATION YOU NEED TO BEGIN PLAYING GAMES OF EPIC. IN ADDITION IT CONTAINS HISTORICAL BACKGROUND, ARMY LISTS, SCENARIOS AND GAMING ADVICE ABOUT THE WORLD OF ARMAGEDDON AND THE FORCES INVOLVED IN THE FIERCE WAR THERE. THESE INCLUDE THE IMPERIAL GUARD ARMIES OF THE STEEL LEGION MECHANIZED INFANTRY, SPACE MARINES OF THE ADEPTUS ASTARTES, TITAN LEGIONS, AIRCRAFT OF THE IMPERIAL NAVY AND THE FORCES OF THE ORK WARLORD GHAZGHKULL MAG URUK THRAKA.

GAMES WORKSHOP®

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